

XML write: element, attribute, cdata, namespace and entity reference

```
using System;
using System.IO;
using System.Text;
using System.Xml;

public class WriteXml {
    public static void Main(string [] args) {
        XmlTextWriter writer = new XmlTextWriter(Console.Out);
        writer.Formatting = Formatting.Indented;
        writer.WriteStartDocument(true);
        writer.WriteComment("this is a comment");
        writer.WriteStartElement("root");

        writer.WriteAttributeString("id","1");
        writer.WriteStartAttribute("mynamespace", "name", "foo");
        writer.WriteString("bar");
        writer.WriteEndAttribute();

        // Write another element
        writer.WriteElementString("element1","some characters");

        writer.WriteStartElement("cdataElement");
        writer.WriteAttributeString("date",DateTime.Now.ToString());
        writer.WriteCData("< & would choke on"); writer.WriteString("<
& & & "); writer.WriteEndElement(); // Write an empty element
        writer.WriteStartElement("emptyElement");
        writer.WriteEndElement(); // Write another empty element
        writer.WriteStartElement("emptyElement", "Empty");
        writer.WriteFullEndElement(); // Write some text
        writer.WriteString("One string");
        writer.WriteEntityRef("amp"); writer.WriteString(" another.");
```

```
// Close the root element writer.WriteEndElement(); // End the
document    writer.WriteEndDocument();    writer.Flush();
writer.Close(); } } [/csharp]
```