

XmlNodeType Text

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

class MainClass {
private static void Main() {
    FileStream fs = new FileStream("products.xml",
    FileMode.Create);

    XmlWriter w = XmlWriter.Create(fs);

    w.WriteStartDocument();
    w.WriteStartElement("products");

    w.WriteStartElement("product");
    w.WriteAttributeString("id", "1001");
    w.WriteElementString("productName", "Gourmet Coffee");
    w.WriteElementString("productPrice", "0.99");
    w.WriteEndElement();

    w.WriteStartElement("product");
    w.WriteAttributeString("id", "1002");
    w.WriteElementString("productName", "Blue China Tea Pot");
    w.WriteElementString("productPrice", "102.99");
    w.WriteEndElement();

    w.WriteEndElement();
    w.WriteEndDocument();
    w.Flush();
    fs.Close();

    fs = new FileStream("products.xml", FileMode.Open);

    XmlReader r = XmlReader.Create(fs);
```

```
while (r.Read()) {
    if (r.NodeType == XmlNodeType.Element) {
        Console.WriteLine("<" + r.Name + ">");
        if (r.HasAttributes) {
            for (int i = 0; i < r.AttributeCount; i++) {
                Console.WriteLine(" ATTRIBUTE: " + r.GetAttribute(i));
            }
        }
        else if (r.NodeType == XmlNodeType.Text) { Console.WriteLine("
VALUE: " + r.Value); } } } } [/csharp]
```