ANSWER ON QUESTION #44510, Programming, C#

Most of the classes that can provide file input/output operation can be found in the `System.IO` namespace. They are:

- `FileStream`
- `StreamReader`
- `StreamWriter`
- And other

class FileStream:

First we need to create object of the class (There are 15 different overloads to get an object):

```
FileStream fs = new FileStream("D:\\test.txt",FileMode.Open, FileAccess.ReadWrite);
```

Where first argument is the path to the file, second – file mode (open, create …), third – file access(read, write, read and write).
After it we can read/write information to/from the file via the next methods:

```
fs.Write(); // Three argument are required: byte[] information, int offset, in count
fs.Read();  // Three argument are required: byte[] information, int offset, in count
```

There is an example how to do it:

```
FileStream fs = new FileStream("D:\\test.txt",FileMode.OpenOrCreate, FileAccess.ReadWrite);
string content = "Some information";
fs.Write(Encoding.ASCII.GetBytes(content), 0, content.Length); //writing
byte[] buffer = new byte[content.Length]; // array for save inforamtion from file
fs.Seek(0, SeekOrigin.Begin);            // set pointer to the start of file
fs.Read(buffer, 0, buffer.Length);      // reading
fs.Close();                             // don`t forget to close the file
for (int i = 0; i < buffer.Length;i++)// output
    Console.Write((char)buffer[i]);
```

FileStream class is universal class to read and write information to/from the file. All other classes provide only reading or writing information.

class StreamWriter and StreamReader:

```
StreamWriter swt = new StreamWriter("D:\\test.txt");
swt.Write("content");
swt.WriteLine("content");
swt.Close();
StreamReader str = new StreamReader("D:\\test.txt");
string buff = "";
str.Read(buff.ToCharArray(),0,buffer.Length);
```