

Working with Files

Here are some samples of working with files in boo and .NET/Mono.

```
import System.IO
import System.Reflection

testfile = "newtestfile.txt"
try:
    if File.Exists(testfile):
        File.Delete(testfile)

    // "using" will dispose of (and close) the file stream for you
    using out = StreamWriter(testfile):
        out.WriteLine(" Some text for this file ")
        out.WriteLine("# ignore this line")
        out.WriteLine(" Some more text ")

    using input = StreamReader(testfile): //or you can use File.OpenText
        for line in input:
            line = line.Trim()
            if len(line) > 0 and line[0] != char('#'):
                print line

    // an example using enumerate and no "using"
    fileinput = File.OpenText(testfile)
    for index as int, line as string in enumerate(fileinput):
        print "line $index:", line.ToUpper()
    fileinput.Close()

except e:
    print "Error", e.ToString()

// An example of constructing file paths

// Assembly.GetExecutingAssembly().Location won't work in booi because you are
executing a
// dynamic assembly in memory, you have to compile using booc first
rsppath =
Path.Combine(Path.GetDirectoryName(Assembly.GetExecutingAssembly().Location),
"boo.rsp")

print Path.GetFileNameWithoutExtension(rsppath)
```

See also:

- [The File Class](#)
- [The Path Class](#)
- [C# Input/Output Classes Simplified](#)
- [Working with Files in C#](#)