System.IO.StringWriter Class

```
[ILAsm]
.class public serializable StringWriter extends System.IO.TextWriter

[C#]
public class StringWriter: TextWriter
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
  - CLSCompliantAttribute(true)

Implements:

- **System.IDisposable**

Summary

Implements a `System.IO.TextWriter` that writes information to a string.

Inherits From: System.IO.TextWriter

Library: BCL

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

StringWriter() Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor()

[C#]
public StringWriter()
```

Summary

Constructs and initializes a new instance of the `System.IO.StringWriter` class.

Description

A new `System.Text.StringBuilder` is automatically created and associated with the new `System.IO.StringWriter` instance.

StringWriter(System.IFormatProvider) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.IFormatProvider formatProvider)

[C#]
public StringWriter(IFormatProvider formatProvider)
```

Summary

Constructs and initializes a new instance of the `System.IO.StringWriter` class with the specified format provider.

Parameters

Parameter	**Description**
formatProvider	A `System.IFormatProvider` object that defines formatting.

StringWriter(System.Text.StringBuilder) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.Text.StringBuilder sb)

[C#]
public StringWriter(StringBuilder sb)
```

Summary

Constructs and initializes a new instance of the `System.IO.StringWriter` class that writes to the specified `System.Text.StringBuilder`.

Parameters

Parameter	Description
sb	The `System.Text.StringBuilder` to write to.

Exceptions

Exception	Condition
System.ArgumentNullException	*sb* is `null`.

StringWriter(System.Text.StringBuilder, System.IFormatProvider) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(class
System.Text.StringBuilder sb, class System.IFormatProvider formatProvider)

[C#]
public StringWriter(StringBuilder sb, IFormatProvider formatProvider)
```

Summary

Constructs and initializes a new instance of the `System.IO.StringWriter` class that writes to the specified `System.Text.StringBuilder` and has the specified format provider.

Parameters

Parameter	**Description**
sb	The `System.Text.StringBuilder` to write to.
formatProvider	A `System.IFormatProvider` object that defines formatting.

Exceptions

Exception	**Condition**
System.ArgumentNullException	*sb* is `null`.

StringWriter.Close() Method

[ILAsm]

```
.method public hidebysig virtual void Close()
```

[C#]

```
public override void Close()
```

Summary

Closes the current `System.IO.StringWriter` instance.

Description

[*Note:* This version of `System.IO.StringWriter.Close` is equivalent to `System.IO.StringWriter.Dispose`(`true`).

This method overrides `System.IO.Stream.Close`.

]

StringWriter.Dispose(System.Boolean) Method

[ILAsm]
```
.method family hidebysig virtual void Dispose(bool disposing)
```

[C#]
```
protected override void Dispose(bool disposing)
```

Summary

Releases the unmanaged resources used by the `System.IO.StringWriter` and optionally releases the managed resources.

Parameters

Parameter	Description
disposing	`true` to release both managed and unmanaged resources; `false` to release only unmanaged resources.

Description

When the *disposing* parameter is `true`, this method releases all resources held by any managed objects that this `System.IO.StringWriter` references. This method invokes the `Dispose()` method of each referenced object.

[*Note:* `System.IO.StringWriter.Dispose` can be called multiple times by other objects. When overriding `System.IO.StringWriter.Dispose(System.Boolean)`, be careful not to reference objects that have been previously disposed in an earlier call to `System.IO.StringWriter.Dispose`.]

StringWriter.GetStringBuilder() Method

```
[ILAsm]
.method public hidebysig virtual class System.Text.StringBuilder
GetStringBuilder()

[C#]
public virtual StringBuilder GetStringBuilder()
```

Summary

Returns the underlying `System.Text.StringBuilder`.

Return Value

The underlying `System.Text.StringBuilder`.

Description

This method returns either the `System.Text.StringBuilder` that was passed to the constructor, or the `System.Text.StringBuilder` that was automatically created.

Behaviors

As described above.

StringWriter.ToString() Method

```
[ILAsm]
.method public hidebysig virtual string ToString()

[C#]
public override string ToString()
```

Summary

Returns a string containing the characters written to the current `System.IO.StringWriter` instance so far.

Return Value

The `System.String` containing the characters written to the current `System.IO.StringWriter` instance.

Description

[*Note:* This method overrides `System.Object.ToString`.]

StringWriter.Write(System.String) Method

[ILAsm]

```
.method public hidebysig virtual void Write(string value)
```

[C#]

```
public override void Write(string value)
```

Summary

Writes a string to the current instance of the `System.IO.StringWriter`.

Parameters

Parameter	Description
value	The `System.String` to write. If *value* is `null`, nothing is written.

Description

[*Note:* This method overrides `System.IO.TextWriter.Write`.]

Exceptions

Exception	Condition
System.ObjectDisposedException	The writer is closed.

StringWriter.Write(System.Char[], System.Int32, System.Int32) Method

```
[ILAsm]
.method public hidebysig virtual void Write(class System.Char[] buffer,
int32 index, int32 count)

[C#]
public override void Write(char[] buffer, int index, int count)
```

Summary

Writes the specified region of a character array to this instance of the `System.IO.StringWriter`.

Parameters

Parameter	Description
buffer	The `System.Char` array to read data from.
index	A `System.Int32` that specifies the index at which to begin reading from *buffer*.
count	A `System.Int32` that specifies the maximum number of characters to write.

Description

[*Note:* This method overrides `System.IO.TextWriter.Write`.]

Exceptions

Exception	Condition
System.ArgumentNullException	*buffer* is `null`.
System.ArgumentOutOfRangeException	*index* < 0 -or- *count* < zero.
System.ArgumentException	(*index* + *count*) > *buffer*.Length.

System.ObjectDisposedException	The writer is closed.

StringWriter.Write(System.Char) Method

[ILAsm]

```
.method public hidebysig virtual void Write(valuetype System.Char value)
```

[C#]

```
public override void Write(char value)
```

Summary

Writes a character to the current instance of the `System.IO.StringWriter`.

Parameters

Parameter	Description
value	The `System.Char` to write.

Description

[*Note:* This method overrides `System.IO.TextWriter.Write`.]

Exceptions

Exception	Condition
System.ObjectDisposedException	The writer is closed.

StringWriter.Encoding Property

```
[ILAsm]
.property class System.Text.Encoding Encoding { public hidebysig virtual
specialname class System.Text.Encoding get_Encoding() }

[C#]
public override Encoding Encoding { get; }
```

Summary

Gets the `System.Text.Encoding` in which the output is written.

Property Value

The `System.Text.Encoding` in which the output is written.

Behaviors

As described above.

Usage

This property is required in some XML scenarios where a header must be written containing the encoding used by the `System.IO.StringWriter`. This allows XML code to consume an arbitrary `System.IO.StringWriter` and generate a correct XML header.