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Thread: [Classes to read/write data to a series of bytes \[CODE\]](#)

Silicon - September 29, 2011, 1:43 pm

This is some code I've written and I use to read and write stuff to a byte array. This is very useful for transmitting data over sockets.

<http://pastie.org/private/991hwnpj2gfmdi4bs6hxa>

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(By credits, I mean a simple code comment)

scarfacekilla - September 29, 2011, 9:45 pm

why: DataWriter : IDisposable

if you don't dispose anything in the class ? :D

you could at least write:

PHP Code

```
<?php
/// <summary>
/// Dispose of this object, freeing up all used memory.
/// </summary>
public void Dispose()
{
    if(array==null)return;
    array.clear();
    array=null;
}
```

you could do:

PHP Code

```
<?php
/// <summary>
/// Adds the data onto the byte array, in T form.
/// </summary>
/// <param name="data">The data to add onto the array.</param>
public void Write<T>(T data)
{
    if(typeof(T)==typeof(string))
        array.AddRange(ASCIIEncoding.Default.GetBytes(data));
    else
        array.AddRange(BitConverter.GetBytes(data));
}
```

For your read I would rather use it more generic

PHP Code

```
<?php
//pseudo code
```

```

public byte[] Read<T>()
{
    List<T> bytes = new List<T>();

    for(var i = 0; i<sizeof(T);i++)
    {
        bytes.Add(_stream.ReadByte());
    }

    return bytes.ToArray();
}

```

the reason is, you could send and read custom types and convert them, with your method you are stuck to what you provide and you have to extend the class all the time...

just suggestions - if i am wrong or you have different reasons feel free to express them and explain it to me :)

P.S. to send custom types/classes you need to restructure the code a bit more and use BinaryFormatter / serialization blabla blupp .. google is our friend :)

Nonmod - September 30, 2011, 5:42 am

PHP Code

```

<?php
public override string ToString()
{
    return ASCIIEncoding.Default.GetString(ToBytes());
}

```

Use UTF8, not ASCII.

EDIT:

PHP Code

```

<?php
~DataReader()
{
    Dispose();
}

```

Not needed, CLR calls Dispose automatically on destruction.

P.S. Use destructors only as fallback mechanism, because you can't control when GC will do the cleanup for this object (if it ever does.)