

Chapter 14: File/Folder Compression

Section 14.1: Adding File Compression to your project

1. In *Solution Explorer* go to your project, right click on *References* then *Add reference...*
2. Search for Compression and select *System.IO.Compression.FileSystem* then press OK.
3. Add **Imports** `System.IO.Compression` to the top of your code file (before any class or module, with the other **Imports** statements).

Option Explicit **On**

Option Strict **On**

Imports System.IO.Compression

Public Class Foo

...

End Class

Please note that this class (ZipArchive) is only available from .NET version 4.5 onwards

Section 14.2: Creating zip archive from directory

```
System.IO.Compression.ZipFile.CreateFromDirectory("myfolder", "archive.zip")
```

Create archive.zip file containing files which are in myfolder. In example paths are relative to program working directory. You can specify absolute paths.

Section 14.3: Extracting zip archive to directory

```
System.IO.Compression.ZipFile.ExtractToDirectory("archive.zip", "myfolder")
```

Extracts archive.zip to myfolder directory. In example paths are relative to program working directory. You can specify absolute paths.

Section 14.4: Create zip archive dynamically

```
' Create filestream to file
Using FileStream = New IO.FileStream("archive.zip", IO.FileMode.Create)
    ' open zip archive from stream
    Using archive = New System.IO.Compression.ZipArchive(FileStream,
IO.Compression.ZipArchiveMode.Create)
        ' create file_in_archive.txt in archive
        Dim zipfile = archive.CreateEntry("file_in_archive.txt")

        ' write Hello world to file_in_archive.txt in archive
        Using sw As New IO.StreamWriter(zipfile.Open())
            sw.WriteLine("Hello world")
        End Using
    End Using
End Using
```