File Handling Concepts

Develop an application for text editor using file handling concepts. Application should be able to create, edit the existing and save the text documents.

Code:

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.IO;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using static System.Net.Mime.MediaTypeNames;

namespace Practical_8
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {

        }

        private void menuStrip1_ItemClicked(object sender,
ToolStripItemClickedEventArgs e)
        {

        }

        private void newToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Text = null;
        }
```
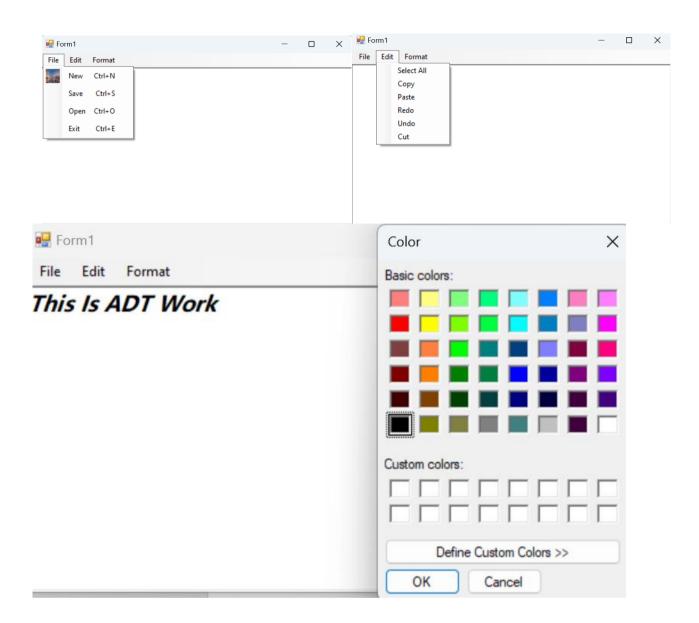
```csharp
        private void fileToolStripMenuItem1_Click(object sender,
EventArgs e)
        {
            SaveFileDialog sv = new SaveFileDialog();
            sv.InitialDirectory = "C:\\";
            sv.Filter = "txt files (*.txt)|*.txt|all files
(*.*)|*.*";
            sv.ShowDialog();
            FileStream fs = new FileStream(sv.FileName,
FileMode.Create);
            StreamWriter sw = new StreamWriter(fs);

            string  s = richTextBox1.Text;
            sw.WriteLine(s);
            sw.Close();
            fs.Close();
        }

        private void copyToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Copy();
        }

        private void exitToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            this.Close();
        }

        private void selectAllToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.SelectAll();
        }

        private void pasteToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Paste();
        }

        private void reduToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Redo();
        }
```

```csharp
        private void undoToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Undo();
        }

        private void cutToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            richTextBox1.Cut();
        }

        private void fontToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            FontDialog f = new FontDialog();
            f.ShowDialog();
            richTextBox1.SelectionFont = f.Font;
        }

        private void colorToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            ColorDialog c = new ColorDialog();
            c.ShowDialog();
            richTextBox1.SelectionColor= c.Color;
        }

        private void openToolStripMenuItem_Click(object sender,
EventArgs e)
        {
            OpenFileDialog op = new OpenFileDialog();
            op.InitialDirectory = "C:\\";
            op.Filter = "txt files (*.txt)|*.txt|all files
(*.*)|*.*";
            op.ShowDialog();
            FileStream fs = new FileStream(op.FileName,
FileMode.Open);
            StreamReader sr = new StreamReader(fs);
            richTextBox1.Text = sr.ReadToEnd();
            sr.Close();
            fs.Close();
        }
    }
}
```