



Network Programming

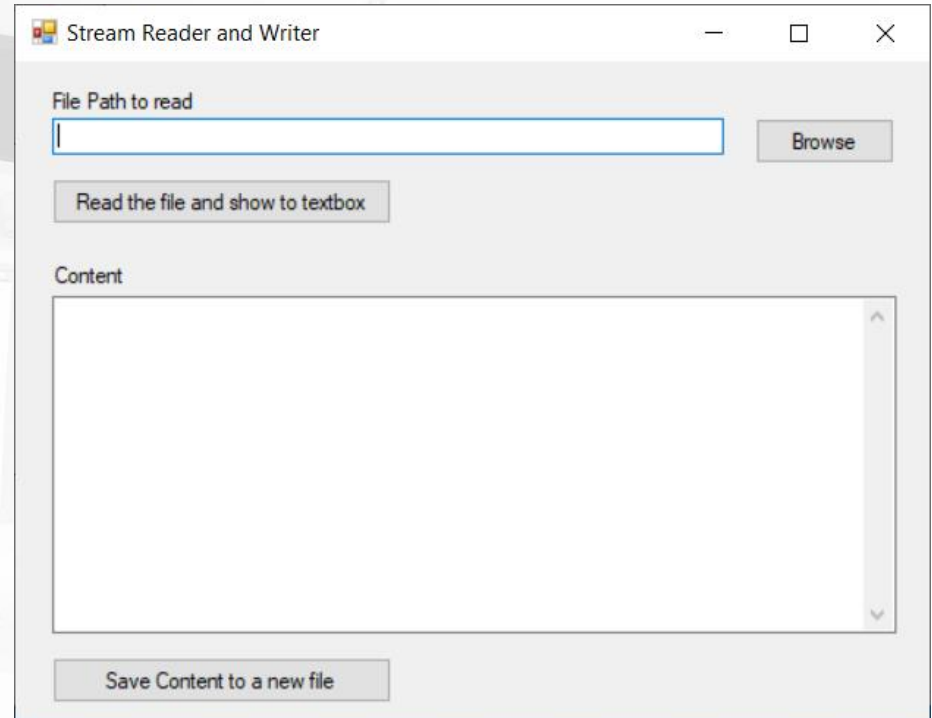
Ung Văn Giàu
Email: giau.ung@eiu.edu.vn



Lab 1

Assignment 1

Write a program to read and write text
from/to a specified path using
StreamReader/StreamWriter



Stream Reader and Writer

File Path to read

Browse

Read the file and show to textbox

Content

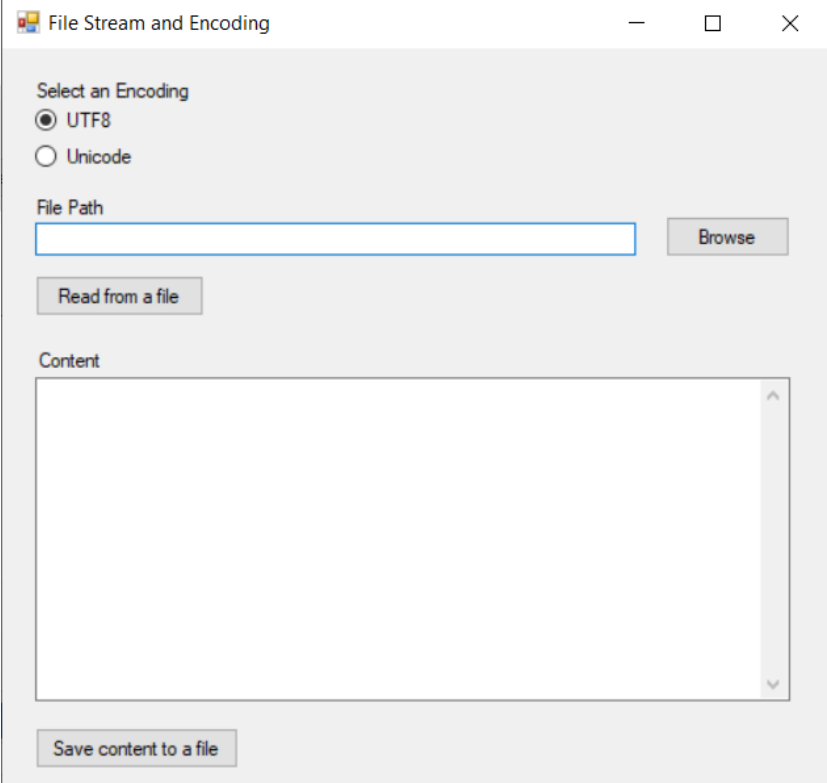
Save Content to a new file

Assignment 2

Write a program to read and write text from/to a specified path using FileStream.

Note:

User can select an encoding type to open and save (default UTF8)

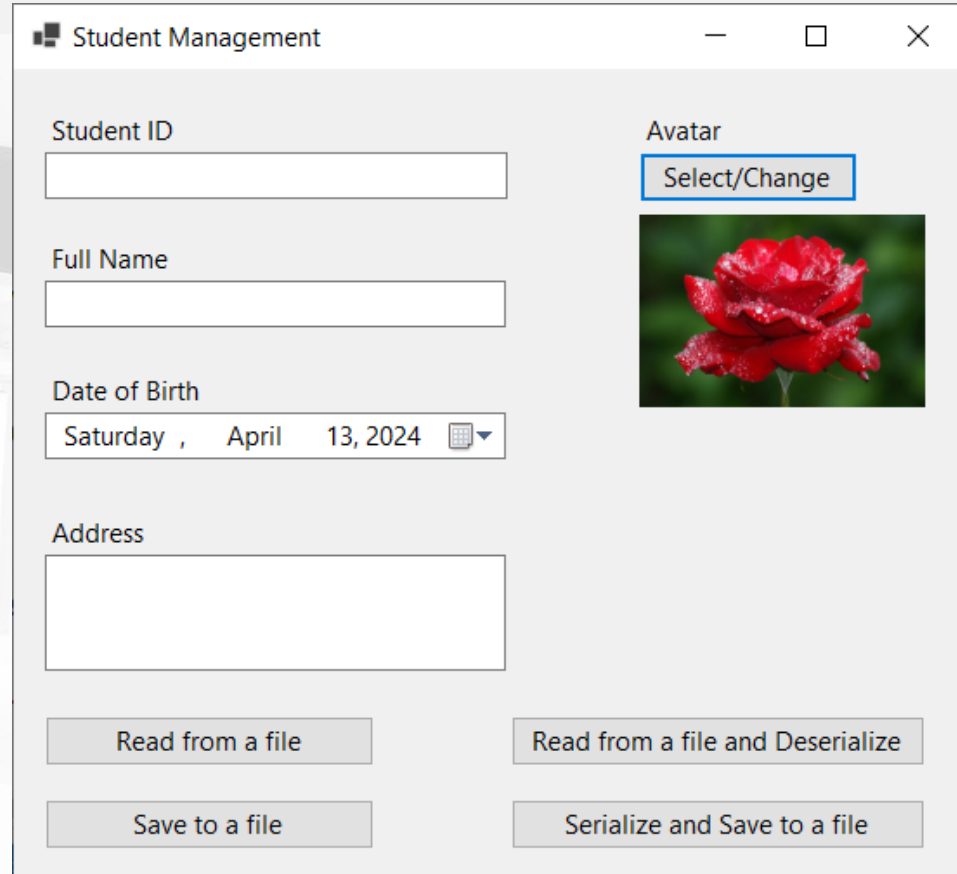


The screenshot shows a Windows-style dialog box titled "File Stream and Encoding". It has a standard title bar with minimize, maximize, and close buttons. The dialog is divided into several sections. At the top, under the heading "Select an Encoding", there are two radio buttons: "UTF8" (which is selected) and "Unicode". Below this is a "File Path" section with a text input field and a "Browse" button to its right. Underneath the text field is a button labeled "Read from a file". The bottom section of the dialog is labeled "Content" and contains a large, empty text area with a vertical scrollbar on the right side. At the very bottom of the dialog is a button labeled "Save content to a file".

Assignment 3

Write a program to store and view a student profile in two ways:

- Using BinaryReader and Binary Writer Classes
- Using JsonSerializer Class (serialize and deserialize methods)



Student Management

Student ID

Full Name

Date of Birth

Avatar

Select/Change

Address

Read from a file

Read from a file and Deserialize

Save to a file

Serialize and Save to a file