using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;

namespace Statistics

{

class Program

{

static string Reader(string fileName)

{

FileStream stream = new FileStream(Environment.CurrentDirectory + fileName, FileMode.Open);

StreamReader reader = new StreamReader(stream);

string str = reader.ReadToEnd();

stream.Close();

return str;

}

static void Counter(char [] alphabet, string str)

{

Console.WriteLine("Result:");

char[] stringChar = str.ToCharArray();

for (int i = 0; i < alphabet.Length; i++)

{

int counter = 0;

for (int j = 0; j < stringChar.Length; j++)

{

if (alphabet[i] == stringChar[j])

{

counter++;

}

}

Console.Write(alphabet[i] + "=" + counter \* 100 / str.Length + "% ");

}

Console.WriteLine();

Console.WriteLine("-------------------------------------------------------------");

Console.WriteLine();

}

static void Main(string[] args)

{

char[] alphabet = { 'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i',

'j', 'k', 'l', 'm', 'n', 'o', 'p', 'q', 'r', 's',

't', 'u', 'v', 'w', 'x', 'y', 'z'};

string bible = Reader("//bible.txt");

string tutorial = Reader("//tutorial.txt");

string speaking = Reader("//speaking.txt");

string fiction = Reader("//fiction.txt");

string fairytale = Reader("//fairytale.txt");

Console.WriteLine("Bible example: ");

Console.WriteLine(bible);

Counter(alphabet, bible);

Console.WriteLine("Tutorial example: ");

Console.WriteLine(tutorial);

Counter(alphabet, tutorial);

Console.WriteLine("Speaking example: ");

Console.WriteLine(speaking);

Counter(alphabet, speaking);

Console.WriteLine("Fiction literature example: ");

Console.WriteLine(fiction);

Counter(alphabet, fiction);

Console.WriteLine("Fairytale example: ");

Console.WriteLine(fairytale);

Counter(alphabet, fairytale);

}

}

}