using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;

namespace Cs\_Lesson15

{

class Book

{

public int ID { get; set; }

public string Author { get; set; }

public string Title { get; set; }

public string Genre { get; set; }

public override string ToString()

{

return $"ID : {ID} Author : {Author} Genre : {Genre} Title : {Title}";

}

}

public class Program

{

static void Main(string[] args)

{

// Stream

#region FileStreamWrite

//FileStream fs = new FileStream("hakuna.txt", FileMode.OpenOrCreate, FileAccess.Write, FileShare.None);

//string text = Console.ReadLine();

//byte[] bytes = Encoding.Default.GetBytes(text);

//fs.Write(bytes, 0, bytes.Length);

//fs.Close();

//fs.Dispose();

//using (var fs = new FileStream("hakuna.txt", FileMode.Open))

//{

// string text = Console.ReadLine();

// byte[] bytes = Encoding.UTF8.GetBytes(text);

// fs.Write(bytes, 2, bytes.Length - 2);

//}

#endregion

#region FileStreamTextRead

//using (var fs = new FileStream("hakuna.txt", FileMode.OpenOrCreate, FileAccess.Read))

//{

// byte[] bytes = new byte[fs.Length];

// fs.Read(bytes, 0, bytes.Length);

// string text = Encoding.UTF8.GetString(bytes);

// //Console.WriteLine(bytes[0]);

// Console.WriteLine(text);

//}

#endregion

#region StreamWriterWrite

//List<Book> books = new List<Book>();

//books.Add(new Book()

//{

// ID = 1,

// Author = "Dostoyevsky",

// Genre = "Criminal",

// Title = "Crime And Punishment"

//});

//books.Add(new Book()

//{

// ID = 2,

// Author = "Robert Kiyosaki",

// Genre = "Self Improvement",

// Title = "Rich Dad Poor Dad"

//});

//books.Add(new Book()

//{

// ID = 3,

// Author = "Albahari",

// Genre = "Programming",

// Title = "Nutshell 10"

//});

//Console.WriteLine("WRITE TO FILE");

//using (var fs = new FileStream("book.txt", FileMode.Append))

//{

// using (var sw = new StreamWriter(fs, Encoding.UTF8))

// {

// books.ForEach(b => Console.WriteLine(b));

// books.ForEach(b => sw.WriteLine(b));

// //string text = Console.ReadLine();

// //sw.WriteLine(text);

// }

//}

//Console.WriteLine("READ FROM FILE");

//using (var fs = new FileStream("book.txt", FileMode.OpenOrCreate))

//{

// using (var sr = new StreamReader(fs, Encoding.UTF8))

// {

// string text = sr.ReadToEnd();

// Console.WriteLine(text);

// }

//}

#endregion

#region BinaryWriteReader

//using (var fs = new FileStream("book.bin", FileMode.OpenOrCreate))

//{

// using (var bw = new BinaryWriter(fs))

// {

// var book = books[0];

// bw.Write(book.ID);

// bw.Write(book.Author);

// bw.Write(book.Genre);

// bw.Write(book.Title);

// }

//}

//using (var fs = new FileStream("book.bin", FileMode.OpenOrCreate))

//{

// using (var br = new BinaryReader(fs))

// {

// var book = new Book()

// {

// ID = br.ReadInt32(),

// Author = br.ReadString(),

// Genre = br.ReadString(),

// Title = br.ReadString(),

// };

// Console.WriteLine(book);

// }

//}

#endregion

// File FileInfo Directory DirectoryInfo

//string filename = Console.ReadLine();

//if (File.Exists(filename))

//{

// var result = File.ReadAllText(filename);

// Console.WriteLine(result);

//}

//else

//{

// Console.WriteLine($"This file {filename} does not exist");

//}

//Directory.Delete(Environment.GetFolderPath(Environment.SpecialFolder.Desktop));

}

}

}