

## **COVER PAGE**

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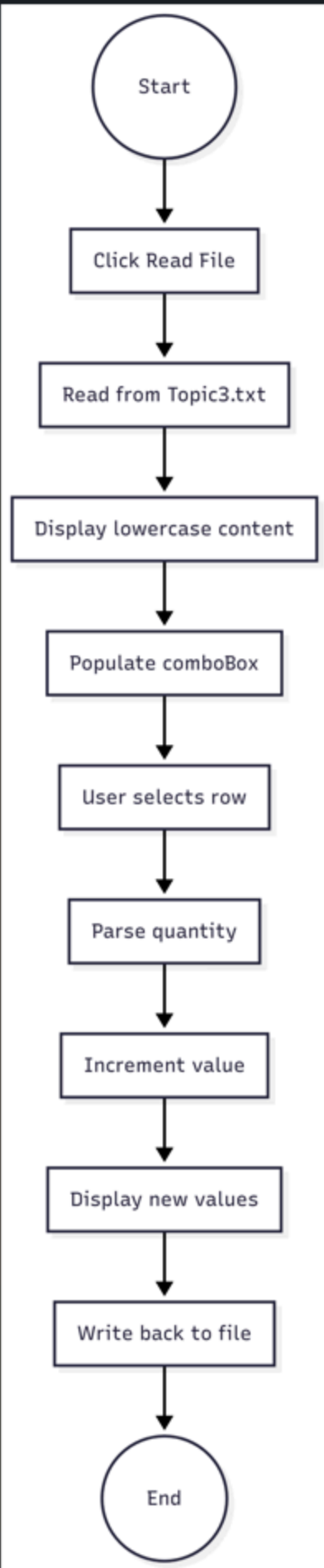
Programming in C# CST-150-0500

Grand Canyon University

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Activity 4

## FLOWCHART

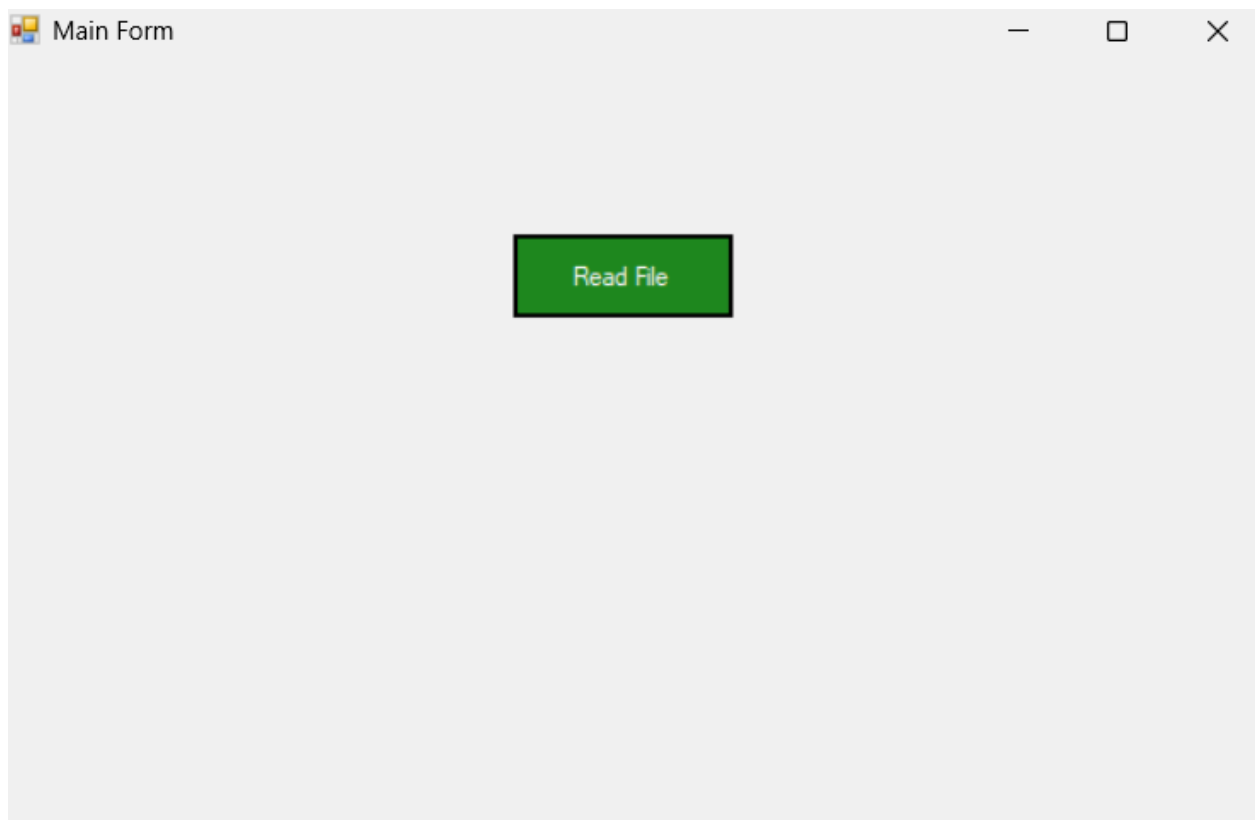


flow of the application, from reading the file to updating the quantity.

EXPLANATION;

This flowchart visualizes how the program works from start to finish.  
It outlines the event-driven structure of the application triggered by user interaction.  
Logic is modularized into methods to ensure the main form remains clean and readable.

### Screenshot of the Form Before Populated



Initial form before loading file.

EXPLANATION;

The form starts with minimal visible components.  
The label for results and the comboBox are hidden to reduce clutter.  
Only the Read File button is active, prompting the user to load data.

## SCREENSHOTS OF THE FORMS AFTER BEING POPULATED;



The screenshot shows a Windows application window titled "Main Form". Inside the window, there is a "Select" label next to a dropdown menu. Below the dropdown menu is a green button labeled "Read File". Below the button, there is a list of items with their counts and prices, all in lowercase:

- notebook,6,2.50
- pen,21,0.99
- marker,11,1.50
- ruler,8,1.20
- eraser,12,0.75
- highlighter,15,1.10
- glue stick,6,1.25
- scissors,3,3.80
- folder,7,2.00
- stapler,6,4.99

*Form after file is read and content converted to lowercase.*

Main Form

Select

Item Name	Quantity	Price
Notebook	6\$	2.50
Pen	21\$	0.99
Marker	11\$	1.50
Ruler	8\$	1.20
Eraser	13\$	0.75
Highlighter	15\$	1.10
Glue Stick	6\$	1.25
Scissors	3\$	3.80

Form showing dropdown for row selection.

Form after quantity has been incremented.

Form after quantity has been incremented.

#### EXPLANATION;

These screenshots demonstrate different phases of the program.

When the file is read, the content is formatted and converted to lowercase.

On selecting a row(1), the quantity is incremented and results are updated both visually and in the file.

#### Screenshot(s) of Code Behind

```
private void BtnReadFileClickEvent(object sender, EventArgs e)
{
    try
    {
        txtFilePath = Path.Combine(AppDomain.CurrentDomain.BaseDirectory, "Data", "Topic3.txt");

        if (!File.Exists(txtFilePath))
        {
            MessageBox.Show("The file Topic3.txt was not found.");
            return;
        }

        lines = File.ReadAllLines(txtFilePath);

        // Convert content to lowercase and display
        string fileContent = string.Join(Environment.NewLine, lines);
        ConvertLowerCase(fileContent);

        // Populate comboBox with row numbers
        cmbSelectRow.Items.Clear();
        for (int i = 1; i <= lines.Length; i++)
        {
            cmbSelectRow.Items.Add($"Row {i}");
        }

        lblSelectRow.Visible = true;
        cmbSelectRow.Visible = true;
    }
    catch (Exception ex)
    {
        MessageBox.Show("An error occurred while reading the file:\n" + ex.Message);
    }
}
```



```

/// Increments the quantity of the selected row by 1.
/// </summary>
1 reference
private void GetQty(int rowIndex)
{
    try
    {
        string[] splitLine = lines[rowIndex].Split(',');
        int quantity = int.Parse(splitLine[1]);
        quantity++;
        splitLine[1] = quantity.ToString();
        lines[rowIndex] = string.Join(",", splitLine);
    }
    catch (FormatException)
    {
        MessageBox.Show("Quantity could not be parsed to an integer.");
    }
}

/// <summary>
/// Writes updated data back to the text file.
/// </summary>
1 reference
private void IncDisplayQty()
{
    File.WriteAllLines(txtFilePath, lines);
}

/// <summary>
/// Handles comboBox selection to increment quantity.
/// </summary>
1 reference
private void SelectRowToInc(object sender, EventArgs e)
{
    int rowSelected = cmbSelectRow.SelectedIndex;

```

```

1 reference
private void IncDisplayQty()
{
    File.WriteAllLines(txtFilePath, lines);
}

/// <summary>
/// Handles comboBox selection to increment quantity.
/// </summary>
1 reference
private void SelectRowToInc(object sender, EventArgs e)
{
    int rowSelected = cmbSelectRow.SelectedIndex;
    if (rowSelected >= 0)
    {
        GetQty(rowSelected);
        IncDisplayQty();
        DisplayInventory(); // Refresh display
    }
    else
    {
        MessageBox.Show("Please select a valid row.");
    }
}
}

```

Code-behind for reading and displaying file content.

## EXPLANATION;

The code-behind is modularized into methods like `ConvertLowerCase` and `DisplayInventory`.

This approach ensures clarity and supports reusability.

Exception handling is used during parsing to avoid runtime errors.

## Screenshot of Original Text File.

```
FrmMain.Designer.cs  Topic3.txt  FrmMain.cs  FrmMain.cs [Design]
1      Notebook, 5, 2.50
2      Pen, 20, 0.99
3      Marker, 10, 1.50
4      Ruler, 8, 1.20
5      Eraser, 12, 0.75
6      Highlighter, 15, 1.10
7      Glue Stick, 6, 1.25
8      Scissors, 3, 3.80
9      Folder, 7, 2.00
10     Stapler, 4, 4.99
11
```

Original Topic3.txt file.

### EXPLANATION;

The file contains inventory items with fields for name, quantity, and price separated by commas. This format is parsed line-by-line for processing within the program.

### Screenshot of Updated Text File.

```
Notebook, 12, 2.50
Pen, 20, 0.99
Marker, 10, 1.50
Ruler, 8, 1.20
Eraser, 12, 0.75
Highlighter, 15, 1.10
Glue Stick, 6, 1.25
Scissors, 3, 3.80
Folder, 7, 2.00
Stapler, 4, 4.99
```

*Updated Topic3.txt file after quantity*

*increment.*

### EXPLANATION;

Only the selected row's quantity is modified, preserving all other entries.

This demonstrates that the program successfully writes changes back to the source file using `File.WriteAllLines`.