Practical 8

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| **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:

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.IO;

namespace Practical8

{

public partial class Form1 : Form

{

FileInfo f = new FileInfo(@"C:\Users\gurup\OneDrive\Desktop\ADT\File.txt");

public Form1()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

f.Create();

MessageBox.Show("File Created");

}

private void button2\_Click(object sender, EventArgs e)

{

f.Delete();

MessageBox.Show("File Deleted");

}

private void button3\_Click(object sender, EventArgs e)

{

f.CopyTo(@"C:\Users\gurup\OneDrive\Desktop\ADT\File1.txt");

}

private void button4\_Click(object sender, EventArgs e)

{

StreamWriter sc = new StreamWriter(f.OpenWrite());

sc.Write(textBox1.Text);

textBox1.Clear();

sc.Close();

}

private void button5\_Click(object sender, EventArgs e)

{

StreamReader sr = new StreamReader(f.OpenRead());

string s = " ";

while ((s = sr.ReadLine()) != null)

{

textBox1.Text = s;

}

sr.Close();

}

}

}

OUTPUT:









