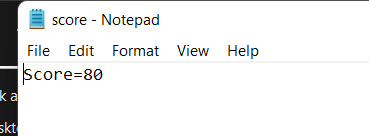
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| |  | | --- | | DAY 15 ASSIGNMENTS  DATE :11/02/2022  DAY :FRIDAY  M. SAI HARICHANDANA | | 1. Research and write atleast Ten methods present in file class .illustrate with code example ? | | 1.CREATE FILE |   CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp1  {  internal class Program  {  static void Main(string[] args)  {  File.Create(" D:\\NB Trainings\\New folder\\txt File.txt");  Console.WriteLine("File is craete");  Console.WriteLine();  Console.ReadLine();  }  }  }  OUTPUT :       |  | | --- | | * WRITEALL TEXT : | | CODE :  sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp1  {  internal class Program  {  static void Main(string[] args)  {  File.WriteAllText(" D:\\NB Trainings\\New folder\\txt File.txt", "Hello");  Console.WriteLine("Text is added");    Console.ReadLine();  }  }  } | | Output : | | FILE COPY: | | CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp1  {  internal class Program  {  static void Main(string[] args)  {  File.WriteAllText(" D:\\NB Trainings\\New folder\\txt File.txt",  Console.WriteLine("File is Copied");    Console.ReadLine();  }  }  } | | OUTPUT : | | APPENDED : | | CODE:  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp4  {  internal class Program  {    static void Main(string[] args)  {  File.AppendAllText("D:\\mydata files\\Hello.text ", "Writing first Line");  Console.WriteLine("File Appended");  Console.ReadLine();  }  }  } |   OUTPUT :     |  | | --- | | FILE DELETED: | | CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp4  {  internal class Program  {    static void Main(string[] args)  {  File.Delete("D:\\mydata files\\Hello.text ");  Console.WriteLine("File Deleted");  Console.ReadLine();  }  }  } | | OUTPUT: |  |  | | --- | | FILEREADALLTEXT: | | CODE ;  sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine(File.ReadAllText("D:\\mydata files\\Hello.txt"));  Console.WriteLine(" File ReadLines");  Console.ReadLine();  }  }  } | | OUTPUT : | | File move: |   CODE:  sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  File.Move("D:\\mydata files\\Hello.txt", " D:\\mydata files\\Hello.txt");  Console.WriteLine(" File Moving");  Console.ReadLine();  }  }  }  OUTPUT :     |  | | --- | | FILEGETLASTACCESS : | | CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine(File.GetLastAccessTime(" D:\\mydata files\\HAI.TXT.txt"));  Console.WriteLine("LASTACCESSTIME");  Console.ReadLine();  }  }  } | | OUTPUT : | | FILEGET CREATION: |  |  | | --- | | CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine(File.GetCreationTime(" D:\\mydata files\\HAI.TXT"));    Console.ReadLine();  }  }  } | | OUTPUT : | |  |  |  | | --- | | FileEncrypt: | | CODE:  sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  File.Encrypt(" D:\\mydata files\\FILE.TEXT.txt");  Console.ReadLine();  }  }  } | | OUTPUT : |  |  | | --- | | FileDecrypt : | | CODE :  sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace consoleapp6  {  internal class Program  {  static void Main(string[] args)  {  File.Decrypt(" D:\\mydata files\\FILE.TEXT.txt");  Console.ReadLine();  }  }  } | | OUTPUT : | |  | |

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| 3.Write a c# programm to write data into the file and append the stream writer class ? |
| CODE : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp1  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("D:\\mydata files\\Hello.text");  File.WriteAllText(" D:\\mydata files\\Hello.text", "chandana");  Console.WriteLine("File done");  StreamWriter sr = new StreamWriter(" D:\\mydata files\\Hello.txt",true);  sr.WriteLine(" this");  sr.WriteLine(" abc");  sr.WriteLine("def ");  sr.WriteLine("ghi");  sr.Close();    Console.ReadLine();    }  }  } |
| OUTPUT : |

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| 5.Modify the quiz application to save the name and score in the flat file no need to display the score to end user ? |
| CODE : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace QuizApplication  {  class Program  {  static void Main(string[] args)  {  int score = 0, ans;  String name;  Console.WriteLine("Enter your name");  name = Console.ReadLine();  Console.WriteLine("###########################################");  Console.WriteLine("Hi {0}.Welcome to the quiz by chandana", name);  Console.WriteLine("###########################################");  Console.WriteLine("Q1. who is the recent movie of surya :");  Console.WriteLine("1.Gajini 2.Singham 3.Aakasam ye ne haddu ra 4.Jai Bheem");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  Console.WriteLine("Q2. who is the hero in Leader :");  Console.WriteLine("1.Charan 2.Rana 3.Ram 4.Prabhas");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 2)  score += 20;  Console.WriteLine("Q3. what is the hero character name in Dookudu:");  Console.WriteLine("1.Ajay 2.Surya 3.Siva 4.Pardhu");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 1)  score += 20;  Console.WriteLine("Q4. who played father character of heroine in Nuvve Nuvve movie?");  Console.WriteLine("1.Prakash Raj 2.Rao Ramesh 3.Jagapathi Babu 4.Surya");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 1)  score += 20;  Console.WriteLine("Q5. who is the hero in 118:");  Console.WriteLine("1.Ram Charan 2.Ravi Teja 3.NTR 4.Kalyan Ram");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  Console.WriteLine("Congratulations!!! Your quiz is completed. Admin will let you know your score");  StreamWriter sw = new StreamWriter("D:\\NB Trainings\\core.txt", true);  sw.WriteLine($"Score={score}");  sw.Close();  File.WriteAllText("D:\\NB Trainings\\score.txt", $"Score={score}");  Console.ReadLine();  }  }  } |
| OUTPUT : |



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| 4.WACP to read data from file ? |
| CODE : |
| sing System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp4  {  internal class Program  {  static void Main(string[] args)  {  Console.WriteLine(File.ReadAllText(" D:\\mydata files\\Hello.txt"));  Console.WriteLine("File ReadLines");  Console.ReadLine();  }  }  } |
| OUTPUT : |

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| 2.WACP to copy files from one folder to another folderschedule his job to beexecuted at daily some time ? |
| CODE :  using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  namespace ConsoleApp4  {  internal class Program  {    static void Main(string[] args)  {  File.Copy(" D:\\mydata files\\Hello.txt", "D:\\mydata files\\newfolder2\\text. File");  Console.WriteLine("File Copy done");  Console.ReadLine();  }  }  } |
| OUTPUT: |