Day 15 Assignment 11 Feb 2022

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| WACP to copy files from one folder to other folder.  Schedule this job to be executed at daily some time.  put the screen shot of task scheduler. |
| Code for Creating file and add data in that file. |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.IO;  using System.Threading.Tasks;  namespace Day\_15\_project\_1  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\Sanjay.txt");  // Console.WriteLine("File Created");  // File.WriteAllText("F:\\C# file\\Sanjay.txt", "Welcome to C# Content");    StreamWriter sr = new StreamWriter("F:\\C# file\\Sanjay.txt");  sr.WriteLine("Welcome to C# World");  sr.WriteLine("content");  sr.WriteLine("Added");  sr.WriteLine("Successfully");  sr.Close();  Console.WriteLine("File Done");  Console.ReadLine();  }  }  } |
| Output |
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| Code for Moving file from one folder to another folder |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.IO;  using System.Threading.Tasks;  namespace Day\_15\_project\_1  {  internal class Program  {  static void Main(string[] args)  {  File.Copy(" F:\\C# file\\Sanjay.txt", " F:\\C# 2nd Server\\Sanjay");  Console.WriteLine("File Transfered");    Console.ReadLine();  }  }  } |
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| WACP to write data into file (and append the data) using  Stream writer class. |
| Code |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_3  {  internal class Program  {  static void Main(string[] args)  {  StreamWriter sw = new StreamWriter("F:\\C# 2nd Server\\john.txt",true);  sw.WriteLine("Welcome");  sw.WriteLine("to");  sw.WriteLine("C# Training");  sw.Close();  Console.WriteLine(" File Created");  Console.ReadLine();  }  }  } |
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| Research and write C# program  to read data from file. |
| Code |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_Project\_4  {  internal class Program  {  static void Main(string[] args)  {  StreamReader str = new StreamReader("F:\\C# 2nd Server\\john.txt");  String data = str.ReadLine();  while(data!= null)  {  Console.WriteLine(data);  data = str.ReadLine();  }  Console.WriteLine("\n\n File Reading done");  Console.ReadLine();  }  }  } |
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| 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.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_5  {  internal class Program  {  static void Main(string[] args)  {  StreamWriter swr = new StreamWriter("F:\\C# file\\Quiz score");  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 Sanjay", name);  Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");  swr.WriteLine(name);  Console.WriteLine("Q1.Who won the 2021 Test Championship? ");  Console.WriteLine("1.India 2.westindies 3.New zealand 4.Srilanka");  Console.WriteLine("Enter Your Choice:");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 3)  score += 20;  Console.ReadLine();  Console.WriteLine("Q2.Which player Regiestred the Highest individual score in Odi's? ");  Console.WriteLine("1.Rohit Sharma 2.sachin 3.Galye 4.virendra sehwag");  Console.WriteLine("Enter Your Choice:");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 1)  score += 20;  Console.ReadLine();  Console.WriteLine("Q3.What is the largest cricket stadium in the world? ");  Console.WriteLine("1.Lords 2.MCG 3.Eden Gardens 4.Narendra Modi Stadium");  Console.WriteLine("Enter Your Choice:");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  Console.ReadLine();  Console.WriteLine("Q4.Who is the only batsman to record 400 runs in an international Test match? ");  Console.WriteLine("1.Don Bradman 2.Brain Lara 3.WG Grace 4.Steve smith");  Console.WriteLine("Enter Your Choice:");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 2)  score += 20;  Console.ReadLine();  Console.WriteLine("Q5.Which indian Cricketer did th miracle by making a century in 20 balls in a T-20 match?");  Console.WriteLine("1.Hadrik pandya 2.Rishab pant 3.Wriddhiman saha 4.K L Rahul");  Console.WriteLine("Enter Your Choice:");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 3)  score += 20;    swr.WriteLine(score);  swr.Close();  Console.WriteLine("Thank you for taking the quiz admin can show your result");  Console.ReadLine();  }  }  } |
| Output |
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| Research and write atleast 10 methods present in  File Class. Illustrate with code example. |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  File.Create("F:\\C# file\\method 1.txt");  Console.WriteLine("File1 Created");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  Console.WriteLine("Data Added ");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  Console.WriteLine(File.GetCreationTime("F:\\C# file\\method 1.txt"));  Console.WriteLine("Here's the updated Time");  Console.ReadLine();  }  }  } |
| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  Console.WriteLine(File.Exists("F:\\C# file\\method 1.txt"));  Console.WriteLine("Checking file");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  using (StreamWriter swr = File.AppendText("F:\\C# file\\method 1.txt"))  {  swr.WriteLine("Extra Content");  swr.WriteLine("Added");  }  Console.WriteLine(" Adding new text ");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  string s = File.ReadAllText("F:\\C# file\\method 1.txt");  Console.WriteLine(s);  Console.WriteLine(" Read data in file");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  File.Delete("F:\\C# 2nd Server\\john.txt");    Console.WriteLine("File Deleted");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  File.Copy("F:\\C# file\\method 1.txt", "F:\\C# 2nd Server\\method 1.txt");  Console.WriteLine(" File Copied ");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  File.Move("F:\\C# 2nd Server\\john.txt", "F:\\C# file\\john.txt");  Console.WriteLine(" File moved ");  Console.ReadLine();  }  }  } |
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| using System;  using System.Collections.Generic;  using System.Linq;  using System.IO;  using System.Text;  using System.Threading.Tasks;  namespace Day\_15\_project\_6  {  internal class Program  {  static void Main(string[] args)  {  //File.Create("F:\\C# file\\method 1.txt");  // File.WriteAllText("F:\\C# file\\method 1.txt", "Welcome to C#");  // Console.WriteLine(File.GetCreationTimeUtc("F:\\C# file\\method 1.txt"));  Console.WriteLine(File.GetCreationTimeUtc("F:\\C# 2nd Server\\john.txt"));  Console.WriteLine(" File ");  Console.ReadLine();  }  }  } |
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