Asynchronous Programming and Multi-threading - Task 7

Program that reads city names from cities.csv, makes asynchronous weather API calls and outputs results in JSON format to results.json:

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Net.Http;
using System.Text.Json;
using System.Threading;
using System.Threading.Tasks;
public class WeatherData
  public string City { get; set; }
  public string Weather { get; set; }
}
class Program
{
  private static readonly SemaphoreSlim semaphore = new SemaphoreSlim(5); // Max 5
concurrent requests
  private static readonly HttpClient httpClient = new HttpClient();
  private static readonly string _apiKey = "22a132e549e553bc2c346a181276e463";
  static async Task Main()
  {
    try
      // Add User-Agent header to prevent 401 Unauthorized
      httpClient.DefaultRequestHeaders.UserAgent.ParseAdd("Mozilla/5.0");
      // Check if cities.csv exists
      if (!File.Exists("cities.csv"))
         Console.WriteLine("Error: cities.csv file not found");
         return;
      }
      // Read city list
      var cities = await File.ReadAllLinesAsync("cities.csv");
      // Check if cities.csv is empty
      if (cities.Length == 0)
      {
```

```
Console.WriteLine("Error: cities.csv file is empty");
         return;
      }
      var tasks = new List<Task<WeatherData>>();
      // Schedule async fetches for each city
      foreach (var city in cities)
         tasks.Add(FetchWeatherAsync(city.Trim())); // Trim to avoid trailing spaces
      }
      // Wait for all tasks to complete
      var results = await Task.WhenAll(tasks);
      Console.WriteLine($"Retrieved weather data for {results.Length} cities");
      // Serialize results to JSON
      var jsonOutput = JsonSerializer.Serialize(results, new JsonSerializerOptions {
WriteIndented = true });
      await File.WriteAllTextAsync("results.json", jsonOutput);
      Console.WriteLine("Weather data saved to results.json");
    }
    catch (Exception ex)
      Console.WriteLine($"Error in Main: {ex.Message}");
  static async Task<WeatherData> FetchWeatherAsync(string city)
    await _semaphore.WaitAsync();
    try
      int retries = 3;
      int delay = 1000;
      for (int attempt = 1; attempt <= retries; attempt++)
         try
$"https://api.openweathermap.org/data/2.5/weather?q={Uri.EscapeDataString(city)}&appid
={_apiKey}&units=metric";
           Console.WriteLine($"[{city}] Requesting weather... (Attempt {attempt})");
```

```
var response = await _httpClient.GetAsync(url);
          if (response.IsSuccessStatusCode)
             var json = await response.Content.ReadAsStringAsync();
             using var doc = JsonDocument.Parse(json);
             var temp =
doc.RootElement.GetProperty("main").GetProperty("temp").GetDecimal();
             var weather =
doc.RootElement.GetProperty("weather")[0].GetProperty("description").GetString();
             return new WeatherData { City = city, Weather = $"{temp}°C, {weather}" };
          }
          else
             throw new HttpRequestException($"API returned {response.StatusCode}");
        }
        catch (Exception ex)
          Console.WriteLine($"[{city}] Attempt {attempt} failed: {ex.Message}");
          if (attempt == retries) break;
          await Task.Delay(delay);
          delay *= 2; // Exponential backoff
        }
      }
      return new WeatherData { City = city, Weather = "Error: Failed after retries" };
    finally
      _semaphore.Release();
 }
```

Output:

cities.csv:

```
tities.csv

Chennai

Bangalore

Hyderabad

Mumbai

Pune
```

results.json: