

Namespace PacktLibrary

Classes

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Utility (PacktLibrary.Utility.html)

PacktLibrary

(PacktLibrary.html)

This class contains utility methods like `ConfigureConsole` .

Setting locale encoding to UTF-8 to support special characters like Euro currency symbol, and sets the current culture to one of the following:

- A default culture of **US English** (`en-US`).
- A specified culture code like *French in France* (`fr-FR`).
- The local computer's culture.

Class Utility

This class contains utility methods like `ConfigureConsole` .

▼ Filter by title

Sets console encoding to UTF-8 to support special characters like Euro currency symbol, and sets the current culture to one of the following:

- PacktLibrary

- A default culture of **US English** (`en-US`).

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- A specified culture code like *French in France* (`fr-FR`).

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- The local computer's culture

Inheritance

↳ `object` (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ `Utility`

Inherited Members

`object.Equals(object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object)))

`object.Equals(object, object)` ([https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals\(system-object-system-object\)](https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(system-object-system-object)))

`object.GetHashCode()` (<https://learn.microsoft.com/dotnet/api/system.object.gethashcode>)

`object.GetType()` (<https://learn.microsoft.com/dotnet/api/system.object.gettype>)

`object.MemberwiseClone()` (<https://learn.microsoft.com/dotnet/api/system.object.memberwiseclone>)

`object.ReferenceEquals(object, object)` (<https://learn.microsoft.com/dotnet/api/system.object.referenceequals>)

`object.ToString()` (<https://learn.microsoft.com/dotnet/api/system.object.tostring>)

Namespace: `PacktLibrary` (PacktLibrary.html)

Assembly: `PacktLibrary.dll`

Syntax

```
public class Utility
```

Methods

ConfigureConsole(string, bool)

Configure the console to support Unicode characters and set the culture to `en-US` (by default), or to a specified culture, or to the local computer culture.

This method calls the `CurrentConsoleCulture()`

(PacktLibrary.Utility.html#PacktLibrary_Utility_CurrentConsoleCulture) method to output the current culture.

Declaration

```
public static void ConfigureConsole(string culture = "en-US", bool useComputerCulture = false)
```

Parameters

Type	Name	Description
string - PackLibrary (https://learn.microsoft.com/dotnet/api/system.string) (PackLibrary.html)	<i>culture</i>	Set to an ISO culture code like fr-FR, en-GB, or es-AR.
bool Utility (PackLibrary.Utility.html) (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>useComputerCulture</i>	Set to true to change the culture to the local computer's culture.

CurrentConsoleCulture()

Gets the current console culture in its native language.

Declaration

```
public static string CurrentConsoleCulture()
```

Returns

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	The current console culture as a string.

WriteLineInColor(string, ConsoleColor)

Write a message to the console in the specified color.

Declaration

```
public static void WriteLineInColor(string text, ConsoleColor color)
```

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>text</i>	The text of the message.
ConsoleColor (https://learn.microsoft.com/dotnet/api/system.consolecolor)	<i>color</i>	The color of the text.



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