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PRG521 SA Q8

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CODE:
public partial class Status: Form
  {
     public Status()
       InitializeComponent();
     // Create button created here in order to
     // Create a new text file
     private void CreateBtn_Click(object sender, EventArgs e)
       string TextFile = "status.txt";
       using (StreamWriter write = File.CreateText(TextFile))
          write.WriteLine("Status ID: " + StatusIDTxtbox.Text);
          write.WriteLine("Driver ID: " + DriverIDTxtbox.Text);
          write.WriteLine("Picked up: " + dateTimePicker1.Text);
          write.WriteLine("Delivered: " + dateTimePicker2.Text);
          MessageBox.Show("File created successfully.");
       }
     // Read button created here to read the text
     // File in a textbox
     private void ReadBtn_Click(object sender, EventArgs e)
       string TextFile = "status.txt";
       if (File.Exists(TextFile))
          using (StreamReader read = File.OpenText(TextFile))
            string FullText = File.ReadAllText(TextFile);
            displayText.Text = FullText;
         }
       else
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MessageBox.Show("File not found or not created yet!");
  }
}
// Update button created here which updates all
// Information inside of the text file
private void UpdateBtn_Click(object sender, EventArgs e)
  string TextFile = "status.txt";
  if (File.Exists(TextFile))
     using (StreamWriter write = File.CreateText(TextFile))
        write.WriteLine("Status ID: " + StatusIDTxtbox.Text);
       write.WriteLine("Driver ID: " + DriverIDTxtbox.Text);
       write.WriteLine("Picked up: " + dateTimePicker1.Text);
       write.WriteLine("Delivered: " + dateTimePicker2.Text);
        MessageBox.Show("File updated sucessfully.");
    }
  }
  else
     MessageBox.Show("No file to update. Create a file first.");
}
// Delete button created here that deletes all information
// Insides of the text file, but it does not delete the
// The text file itself
private void DeleteBtn_Click(object sender, EventArgs e)
  string TextFile = "status.txt";
  if (File.Exists(TextFile))
     using (StreamWriter write = File.CreateText(TextFile))
       write.WriteLine("");
        MessageBox.Show("Text deleted successfully.");
     }
  }
  else
     MessageBox.Show("No file to delete. Create a file first.");
  }
```

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}

// Exit button created here that returns the user to the
// Main Menu
private void ExitBtn_Click(object sender, EventArgs e)
{
    this.Hide();
}

private void Status_Load(object sender, EventArgs e)
{
}
```

SCEENSHOTS:



