

Building .NET Console Applications in C#

Handling Input and Output

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Overview

- Writing to the console window
- Reading lines of text input
- Waiting for keys to be pressed
- Checking num lock and caps lock status
- Redirecting standard input and output
- Handling CTRL-C
- Piping

What are Console Applications?

- **Run from the command line – no GUI**
- **Interact with the user using text prompts and text inputs (standard input/output)**
- **Standard input/output can be “redirected”**
- **Output from one console application can be "piped" into the input of another console application**
- **Using piping, console applications can be chained together**

Redirecting Standard input and output

Input
Console.SetIn()

TextReader

Output
Console.SetOut()

TextWriter

Error
Console.SetError()

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