C# Programming: From Problem Analysis to Program Design, 4th edition

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Chapter 13

1. a. calling the File.Exists( ) method

2. d. StreamReader

3. d. StreamWriter

4. b. call Close( ) method

5. d. has only static members so to call one of its methods, you must use the class name

6. e. System.IO

7. e. Fle and FileInfo

8. c. InvalidDataFileException

9. b. The DirectoryInfo class also has public properties

10 d. add true as the second argument (Append) to the StreamWriter class

11. b. Stream

12. d. bin\Debug

13. c. @"C:\CSharpProjects\Ch13\WorkDirectory"

14. d. ReadLine( )

15. a. File

16. e. all of the above

17. d. TextReader

18. a. Write7BitEncodedInt( )

19. b. ReadDecimal( )

20. d. ReadInt( )

21. StreamWriter fil = new StreamWriter(@"C:\CSharpProjects\WorkDirectory");

22.

public void StoreData( )

{

for (int i = 10; i < 50; i++)

fil.Write("{0} | ", i);

}

23.

public void RetrieveData( )

{

string info;

string [ ] recordData = new string[50];

if ((info = fil.ReadLine()) != null)

{

recordData = info.Split('|');

for (int rows = 0; rows < recordData.Length - 1; rows+=10)

{

For (int i = rows + 0; i < rows + 10; i++)

Console.Write(recordData[i]);

Console.WriteLine();

}

}

}

24.

public void StoreData( )

{

try

{

using (StreamWriter fil = new StreamWriter(@"C:\CSharpProjects\WorkDirectory"))

{

for (int i = 10; i < 50; i++)

fil.Write("{0} | ", i);

}

}

catch (System.IO.IOException exc)

{

Console.WriteLine("I O Problem" + exc.Message);

}

catch (System.Exception exc)

{

Console.WriteLine(exc.Message);

}

public void RetrieveData( )

{

string info;

string [ ] recordData = new string[50];

try

{

using (StreamReader fil = new

StreamReader(@"C:\CSharpProjects\WorkDirectory"))

{

if ((info = fil.ReadLine()) != null)

{

recordData = info.Split('|');

for(int rows = 0; rows < recordData.Length - 1; rows+=10)

{

for( int i = rows + 0; i < rows + 10; i++)

Console.Write(recordData[i]);

Console.WriteLine();

}

}

}

}

catch (System.IO.IOException exc)

{

Console.WriteLine("I O Problem" + exc.Message);

}

catch (System.Exception exc)

{

Console.WriteLine(exc.Message);

}

}

25.

The files created are using the StreamWriter class are text files and thus are readable. Binary files are readable by the computer, but not by humans. You cannot simply open and read the contents of a binary file using Notepad. A program is needed to interpret the contents of the file. BinaryReader and BinaryWriter classes offer streaming functionality that's oriented towards particular data types. Instead of using simple ReadLine( ) methods, you use methods like ReadChar( ), ReadDouble( ), ReadBoolean( ), ReadDecimal( ), ReadInt32( ) and ReadString( ).