Hyperion Development

Task: Files

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Introduction

Overview:

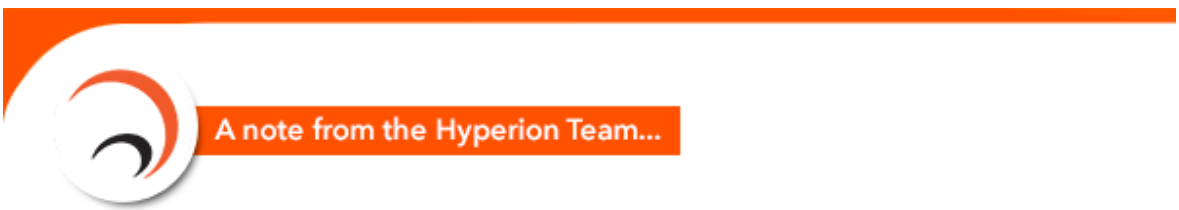
In the previous tasks, we wrote code which could take input from a user using the function ''Console.ReadLine()''.

We also could display contents on to the console (the black screen) using the function ''Console,WriteLine()''. What happens if we want to write data to a storage medium that stores the data permanently?

The C# programs we wrote so far store data in a variable and as soon as we end the program, the data is lost.

In this task, you are going to be introduced to file streams. A way in which we can write program data to an external storage medium(i.e your hard drive or usb flash drive)..

-The Hyperion Team



Instructions

- Open the Files.sln file in the folder Files and read its contents. Make sure you read all of the comments and try your best to understand them.

- You may run the project to see the output. The instructions on how to do this are inside the file. Feel free to write and run your own example code before doing the tasks to become more comfortable with C#.

- Instructions on how to complete your compulsory tasks are below.

Compulsory Task 1

Follow these steps:
NOTE: Make a copy of this folder on your computer. Submit the required files when you done

Before you go any further, have a look at the example program written for you, run it by hitting F5 when opened.
Look at the output of the code written within the *Files* Project's program - the comments are there to help you.

Create a new C# Project called *PlayingWithFiles* within your Task folder and do the following:

1. Write your name to a text file titled *my_name.txt* Don't forget to close it after writing to it.

2. Open a text file titled *king.txt* in 2 file modes in order to write to it without erasing the data it already contains. The text data it already contains is: "C# is ", the only thing you have to do is write code that will append "king" to the text "C# is ". The final result: "C# is king.". You can find this text file inside the default task folder.

3. Lastly, read in all the integer numbers and write them to another file called myNumber.txt.

Hints:
1. Check if file exists.
2. The display must list the numbers, make use of the new line escape sequence: \n
3. Copy *king.txt* and *number.txt* to *PlayingWithFiles/bin/debug* to read and write to files.

Compulsory Task 2

Follow these steps:

Create a new Project called ***Reversed*** in your **Task** folder.

- Write a program that reads a file and writes out a new file with the lines in reversed order (i.e. the first line in the old file becomes the last one in the new file.)

Use your lines of text.

Still need help?

Just write your queries in your comments.txt file and your tutor will respond. Alternatively you can email us on help@hyperiondev.com.

Task Statistics

Last update to task: 19/02/2016.
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