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\* LocateSpecificFiles: Part 3

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\* Core Topics:

\* 1. StreamReader class methods.

\* 2. Get files matching a search criteria.

\* 3. Using block for opening, processing and closing a file.

\* 4. OpenText method of File class.

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usingSystem**;**

usingSystem.Collections.Generic**;**

usingSystem.Linq**;**

usingSystem.Text**;**

usingSystem.IO**;**

namespaceLocateSpecificFiles

**{**

classProgram

**{**

conststring\_ROOT\_DIRECTORY\_NAME\_String=@"..\..\"**;**

staticvoidMain**()**

**{**

FileInfo**[]** files**;**

DirectoryInforootDirectory**;**

StreamReadersr**;**

try

**{**

try

**{**

rootDirectory=

newDirectoryInfo**(**\_ROOT\_DIRECTORY\_NAME\_String**);**

**}**

catch

**{**

Console.WriteLine**(**"{0} directory not found."**,**

\_ROOT\_DIRECTORY\_NAME\_String**);**

return**;**

**}**

files=

rootDirectory.GetFiles**(**"\*.txt"**,** SearchOption.AllDirectories**);**

if **(**files.GetLength**(**0**)** ==0**)**

**{**

Console.WriteLine**(**"There are no text files in {0} directory."**,**

\_ROOT\_DIRECTORY\_NAME\_String**);**

return**;**

**}**

foreach **(**FileInfofileinfiles**)**

**{**

Console.WriteLine**(**"The following are contents of file {0}:\n"**,**

file.Name**);**

using **(**sr=File.OpenText**(**file.FullName**))**

**{**

while **(**sr.Peek**()** !=-1**)**

**{**

Console.WriteLine**(**"\t"+sr.ReadLine**());**

**}**

Console.WriteLine**();**

**}**

**}**

**}**

finally

**{**

Console.Write**(**"\nPress any key to end."**);**

Console.ReadLine**();**

**}**

**}**

**}**

**}**