**School SDA Project**

1. Teacher Class with Teacher properties

class Teacher

{

public int ID { get; set; }

public string Name { get; set; }

public string Class { get; set; }

public string Section { get; set; }

}

1. Check if text file exist to read and write if not create one at the same path

private readonly string path;

StreamWriter writer;

public SchoolFunctions()

{

path = @"D:\.Net Course\App\SchoolSDAProject\School.txt";

if (!File.Exists(path))

{

var myFile = File.Create(path);

myFile.Close();

}

}

1. Create all functions like Get teachers data from text file

public string[] GetAllTeacher()

{

var lines = File.ReadAllLines(path);

return lines;

}

1. Create New Teacher

public void AddTeacher(int id, string name, string Class, string section)

{

writer = File.AppendText(path);

string value = id + "-" + name + "-" + Class + "-" + section + "\n";

writer.Write(value);

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine(" > Teacher data has been Added");

writer.Close();

}

1. Update teacher by getting his old id first

public void UpdateTeacher(int oldID, int NewId, string NewName, string NewClass, string NewSection)

{

string[] lines = File.ReadAllLines(path);

bool status = false;

for (int i = 0; i < lines.Length; i++)

{

string[] line = lines[i].Split('-');

if (int.Parse(line[0]) == oldID)

{

lines[i] = NewId + "-" + NewName + "-" + NewClass + "-" + NewSection;

status = true;

}

}

if (status)

{

File.WriteAllLines(path, lines);

Console.ForegroundColor = ConsoleColor.Green;

Console.WriteLine(" > Teacher data has been Updated");

}

}

}

1. Get teacher data by id

public Teacher GetTeacher(int id)

{

string[] lines = File.ReadAllLines(path);

foreach (string s in lines)

{

string[] line = s.Split('-');

try

{

if (int.Parse(line[0]) == id)

{

Teacher teacher = new Teacher

{

ID = int.Parse(line[0]),

Name = line[1],

Class = line[2],

Section = line[3]

};

return teacher;

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message.ToString());

}

}

return null;

}

1. Configure the program class to fit the functions and adding data