A screenshot of a social media post

Description automatically generatedA screenshot of a social media post

Description automatically generated

CODE BELOW:

//Sabrina Turney

//C# I

//Assignment Chapter 5.13 - Rnadom Number File Writer

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

//Including System to use Save option and Write options

using System.IO;

namespace Random\_Number\_File\_Writer

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void SaveToFile\_Click(object sender, EventArgs e)

{

try //starting off with a try block for writing and saving full input

{

//Using Streamwriter to get an easier variable to use first off!

StreamWriter savedFile;

int amt = int.Parse(inputTextBox.Text.ToString());

//taking the string entered by the user, using parsing to change it to a usable calculaiton

//this allows us to iterate.

int randNum = 0;

int iteration = 1;

if (saveFileDialog1.ShowDialog() == DialogResult.OK)

{

savedFile = File.CreateText(saveFileDialog1.FileName);

Random rand = new Random();

while (iteration <= amt)

//This while block does the work, iterating through each number entered by the user

//Then writing a random number to the numbers the user gave into a new file.

{

randNum = rand.Next(100) + 1;

savedFile.WriteLine(randNum);

iteration++;

}

//IMPORTANT: Close a file once you're done with it.

savedFile.Close();

}//catches if the file does not save correctly to the savedialogbox in form designer.

else

{

MessageBox.Show("Error: Your file could not save.");

}

}//actual catch block to catch anything except the requested integers:

catch

{

MessageBox.Show("Please enter a whole integer between 1 and 100.");

}

}

//Closing the program, my personal favorite part. Hard to mess this event up.

private void ExitButton\_Click(object sender, EventArgs e)

{

this.Close();

}

}

}