

## HNDIT1012 Visual Application Programming



Week 9



### FileDialog Class

# Displays a dialog box from which the user can select a file. Some properties of FileDialog are:

**CheckFileExists** 

Gets or sets a value indicating whether the dialog box displays a warning if the user specifies a file name that does not exist.

CheckPathExists

Gets or sets a value indicating whether the dialog box displays a warning if the user specifies a path that does not exist.

<u>FileName</u>

Gets or sets a string containing the file name selected in the file dialog box.

**FileNames** 

Gets the file names of all selected files in the dialog box.

Filter

Gets or sets the current file name filter string, which determines the choices that appear in the "Save as file type" or "Files of type" box in the dialog box.

<u>FilterIndex</u>

Gets or sets the index of the filter currently selected in the file dialog box.

<u>InitialDirectory</u>

Gets or sets the initial directory displayed by the file dialog box.



### System.IO.File Class

Provides static methods for the

```
creation,
copying,
deletion,
moving, and
opening of a single file
```



#### Some Methods of File Class

- ReadAllText(fileName) Opens a text file, reads all the text in the file, and then closes the file.
- ReadAllLines(fileName) Opens a text file, reads all lines of the file, and then closes the file.
- ReadAllBytes(fileName) Opens a binary file, reads the contents of the file into a byte array, and then closes the file.
- WriteAllText(fileName, textContent) Creates a new file, writes the specified string to the file, and then closes the file. If the target file already exists, it is overwritten.



# Example- Design a form as shown below

₩eek9				_	×
	File		Brows		
	Save				



# Reading all contents of a text file

```
private void btnBrows_Click(object sender, EventArgs e)
        {
            OpenFileDialog fileDialog = new OpenFileDialog();
            fileDialog.Filter = "txt files (*.txt)|*.txt|All files (*.*)|*.*";
            fileDialog.FilterIndex = 0;
            fileDialog.InitialDirectory = @"C:\asp c#"; // give your default directory
            // Reading all contents of a text file
            if (fileDialog.ShowDialog() == DialogResult.OK)
            {
                txtFile.Text = fileDialog.FileName;
                string readBuffer = System.IO.File.ReadAllText(fileDialog.FileName);
                richTextBox1.Text=readBuffer;
```



#### Reading a text file line by line

```
private void btnBrows_Click(object sender, EventArgs e)
        {
            OpenFileDialog fileDialog = new OpenFileDialog();
            fileDialog.Filter = "txt files (*.txt)|*.txt|All files (*.*)|*.*";
            fileDialog.FilterIndex = 0;
            fileDialog.InitialDirectory = @"E:\asp c#"; // give your default directory
            // Reading a text file line by line
            if (fileDialog.ShowDialog() == DialogResult.OK)
                {
                    txtFile.Text = fileDialog.FileName;
                    string[] readBuffer = System.IO.File.ReadAllLines(fileDialog.FileName);
                    for (int i = 0; i < readBuffer.Length; i++)</pre>
                        richTextBox1.Text = readBuffer[i] +"\n";
        }
```



# Reading a file byte by byte

```
private void btnBrows_Click(object sender, EventArgs e)
        {
            OpenFileDialog fileDialog = new OpenFileDialog();
            fileDialog.Filter = "txt files (*.txt)|*.txt|All files (*.*)|*.*";
            fileDialog.FilterIndex = 0;
            fileDialog.InitialDirectory = @"E:\asp c#";
            // Reading a file byte by byte
            if (fileDialog.ShowDialog() == DialogResult.OK)
            {
                txtFile.Text = fileDialog.FileName;
                byte[] readBuffer = System.IO.File.ReadAllBytes(fileDialog.FileName);
                foreach (byte b in readBuffer)
                    richTextBox1.Text += (char)b;
        }
```



#### Saving a text File

Type the following code to the save button click event.



## Thank You