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**Assignment : CSharp Assignment 7th**

1)Write a console application which will read text files from mentioned file system location.

And list subdirectories from mentioned folder on file system using System.IO namespace and

use DirectoryInfo, Directory, File and FileInfo Classes with all the methods present in

these classes.

Code :

using System;

using System.IO;

namespace Assignment7

{

internal class Program

{

static void Main(string[] args)

{

FileInfo finfo = new FileInfo("C:Capge.txt");

using (StreamWriter writer = finfo.AppendText())

{

writer.WriteLine("New File with various Text operations");

}

finfo = new FileInfo("C:Capge.txt");

using (StreamWriter writer = finfo.CreateText())

{

writer.WriteLine("New File with various Text operations");

}

using (StreamReader reader = finfo.OpenText())

{

Console.WriteLine(reader.ReadToEnd());

}

Console.Read();

Console.ReadKey();

}

}

}

2)Create a simple user interface to accept account related information of a customer.

Account class from Lab session on Delegates and Events can be used].Save the information

about the customers in a file using StreamWriter and retrieve the information using

StreamReader.

Code :

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assignment7

{

internal class File2

{

static void Main()

{

int ch;

string name, branch;

int acc\_no;

void insert()

{

FileStream fs = new FileStream("C:Assignmet.txt", FileMode.Append, FileAccess.Write);

StreamWriter w = new StreamWriter(fs);

Console.WriteLine("Enter Your Name:");

name = Console.ReadLine();

w.Write(name + " ");

Console.WriteLine("Enter Your Branch Name:");

branch = Console.ReadLine();

w.Write(branch + " ");

Console.WriteLine("Enter Your Account Number:");

acc\_no = Convert.ToInt32(Console.ReadLine());

w.Write(acc\_no + " ");

w.WriteLine(Environment.NewLine);

Console.WriteLine("Record Inserted Succefully.");

w.Flush();

fs.Close();

}

void show()

{

Console.WriteLine("\n\n File Content:\n");

var lines = File.ReadAllLines("C:Assignmet.txt");

for (var i = 0; i < lines.Length; i += 1)

{

var line = lines[i];

Console.WriteLine(line);

}

Console.ReadKey();

}

while (true)

{

Console.WriteLine("\n---------Menu----------\n");

Console.WriteLine("1) Press 1 To insert New Record into file:");

Console.WriteLine("2) Press 2 For Show Content in File:");

Console.WriteLine("3) Press 3 To Exit From Menu:");

Console.WriteLine("Enter Your Choice :");

ch = Convert.ToInt32(Console.ReadLine());

switch (ch)

{

case 1:

insert();

break;

case 2:

show();

break;

case 3:

Environment.Exit(0);

break;

}

}

}

}

}

3)Make the Employee, MarketingExecutive and Manager class as Serializable.

created in LitwareLib.dll

Code :

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Runtime.Serialization.Formatters.Binary;

using System.Text;

using System.Threading.Tasks;

namespace Assignment7

{

[Serializable]

abstract class Employee

{

public abstract void getdetails();

public abstract void showdetails();

}

[Serializable]

class manager : Employee

{

public int empid;

public string empname;

public override void getdetails()

{

Console.WriteLine("Enter Your Employess Id:");

empid = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Enter Your Employess Name:");

empname = Console.ReadLine();

//Console.ReadKey();

}

public override void showdetails()

{

Console.WriteLine("Your Employee Id is {0}", empid);

Console.WriteLine("Your Employee Name is {0}", empname);

//Console.ReadKey();

}

}

[Serializable]

class marketexe : Employee

{

public int empid;

public string empname;

public override void getdetails()

{

Console.WriteLine("Enter Your Employess Id:");

empid = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("Enter Your Employess Name:");

empname = Console.ReadLine();

//Console.ReadKey();

}

public override void showdetails()

{

Console.WriteLine("Your Employee Id is {0}", empid);

Console.WriteLine("Your Employee Name is {0}", empname);

//Console.ReadKey();

}

}

class File\_hand\_q3

{

static void Main()

{

manager mg = new manager();

marketexe mk = new marketexe();

FileStream stream = new FileStream("D:\\cfile.txt", FileMode.OpenOrCreate);

BinaryFormatter formatter = new BinaryFormatter();

#pragma warning disable SYSLIB0011 // Type or member is obsolete

formatter.Serialize(stream, mg);

#pragma warning restore SYSLIB0011 // Type or member is obsolete

Console.WriteLine();

#pragma warning disable SYSLIB0011 // Type or member is obsolete

formatter.Serialize(stream, mk);

#pragma warning restore SYSLIB0011 // Type or member is obsolete

stream.Close();

}

}

}

4)Create a user interface to accept information about Manager(For simplicity accept

only employee id , name and basic salary). Serialize the object using Binary Serialization

and retrieve its information by deserializing the object.

Code :

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Runtime.Serialization.Formatters.Binary;

using System.Text;

using System.Threading.Tasks;

namespace Assignment7

{

[Serializable] // Serializable Attribute

class Manager // Declare normal class

{

//class to serialize

public int empid;

public string empname;

public int salary;

//declaration of a simple class

public Manager(int empid, string empname, int salary)

{

this.empid = empid;

this.empname = empname;

this.salary = salary;

}

}

internal class Program4

{

static void Main()

{

//create a file stream

FileStream stream = new FileStream("C:\\Manager\_info.txt", FileMode.OpenOrCreate);

BinaryFormatter formatter = new BinaryFormatter();

Manager mg = new Manager(001, "Asmita", 40000);

#pragma warning disable SYSLIB0011 // Type or member is obsolete

formatter.Serialize(stream, mg);//Perform serialization serialize the obj

#pragma warning restore SYSLIB0011 // Type or member is obsolete

stream.Close();

Console.WriteLine("Serialize Done.\n");

FileStream st = new FileStream("C\\Manager\_info.txt", FileMode.OpenOrCreate);

BinaryFormatter form = new BinaryFormatter();

#pragma warning disable SYSLIB0011 // Type or member is obsolete

Manager s = (Manager)form.Deserialize(st);//deserialize obj

#pragma warning restore SYSLIB0011 // Type or member is obsolete

Console.WriteLine("Rollno: " + s.empid);// write data to console

Console.WriteLine("Name: " + s.empname);

Console.WriteLine("Name: " + s.salary);

Console.WriteLine("Serialize Done.\n");

stream.Close();

Console.ReadKey();

}

}

}