Day 15(11-02-2022) Assignment
By
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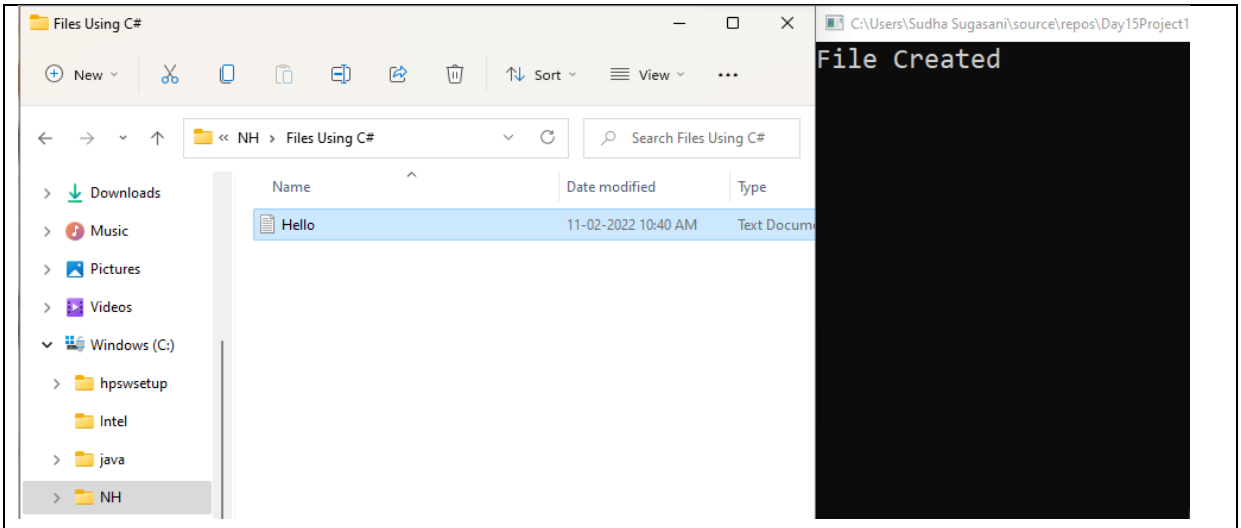
Q1.Research and write atleast 10 methods present in file class
Illustrate with code example.

Method 1.File.Create()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project1
{
    /***********************************************
     * Author:Sudha Kumari Sugasani
     * Purpose:Example Program for File class using
     *         File.Create method
     ***********************************************/

    class File1
    {
        /// <summary>
        /// This method is used to create a file
        /// </summary>
        public void CreateFile()
        {
            //To create a file
           File.Create("C:\\NH\\Files Using C#\\Hello.txt");
            Console.WriteLine("File Created");

        }
    }
    internal class Program
    {
        static void Main(string[] args)
        {
            File1 f1 = new File1();
            f1.CreateFile();
            Console.ReadLine();
        }
    }
}
```

Output:

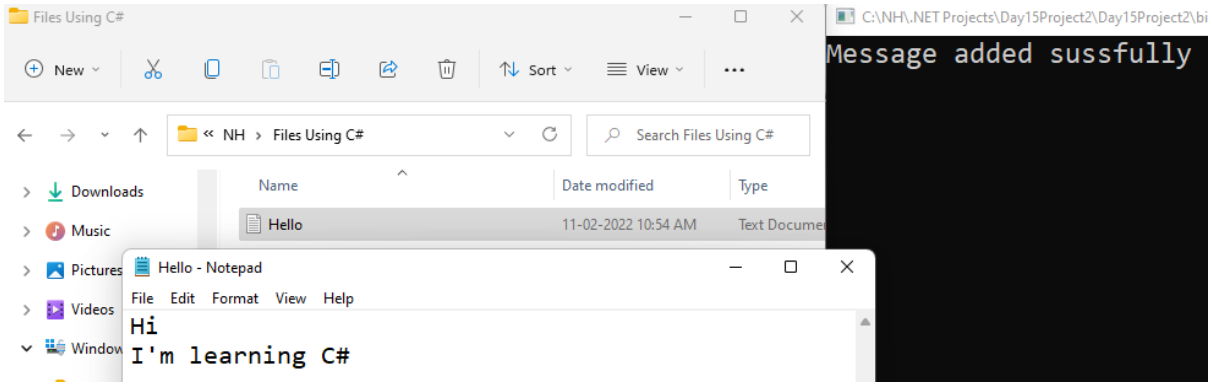


Method 2:File.WrieAllText()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project2
{


        /*************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         File.WriteAllText method
         *************************************************/

        class File2
        {
            /// <summary>
            /// This method is used to Write mesage in the file
            /// </summary>
            public void WriteMessage()
            {
                //To write message file
                File.WriteAllText("C:\\NH\\Files Using C#\\Hello.txt","Hi\nI'm
learning C#");
                Console.WriteLine("Message added sussfully");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File2 f2 = new File2();
                f2.WriteMessage();
                Console.ReadLine();
            }
        }
    }
```

Output :



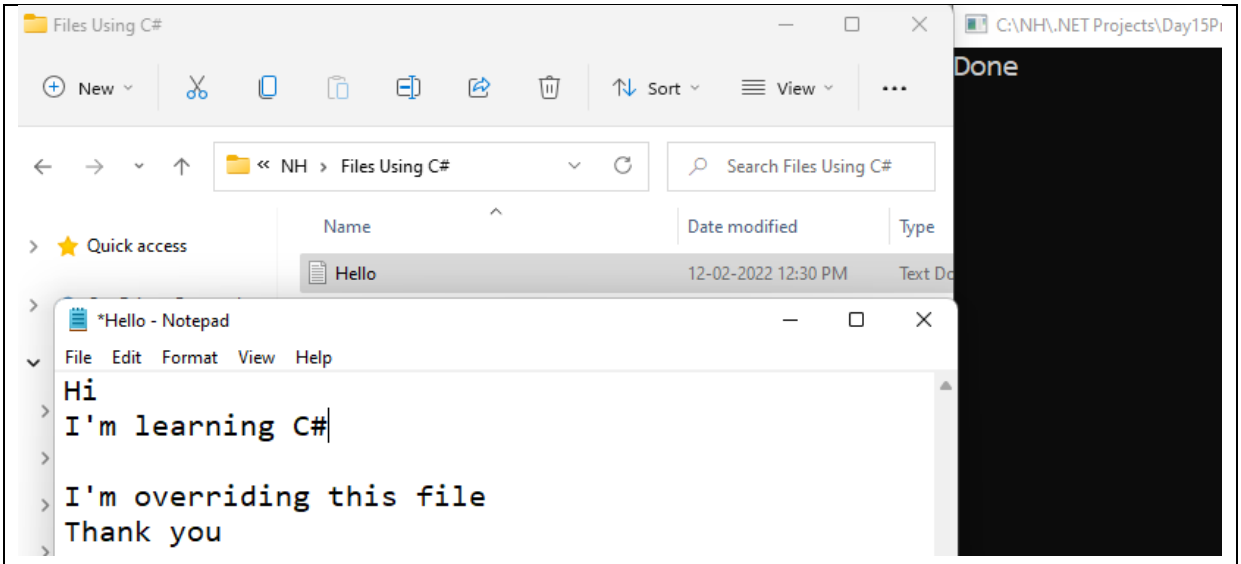
Method3.StreamWriter()

Q3.Write a C# program to write data into file(and append the data) using stream writer class.

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project3
{
    /*****************************************************************
     * Author:Sudha Kumari Sugasani
     * Purpose:Example program for Files using Streamwriter method
     *****************************************************************/
    class Files3
    {
        /// <summary>
        /// This method is used to append the text in the file
        /// </summary>
        public void Streamwriter1()
        {
            StreamWriter sw = new StreamWriter("C:\\NH\\Files Using
C#\\Hello.txt", true);
            sw.WriteLine("\nI'm overriding this file");
            sw.WriteLine("Thank you");
            sw.Close();

        }
    }
    internal class Program
    {
        static void Main(string[] args)
        {
           Files3 obj=new Files3();
            obj.Streamwriter1();
            Console.WriteLine("Done");
            Console.ReadLine();
        }
    }
}
```

Output:

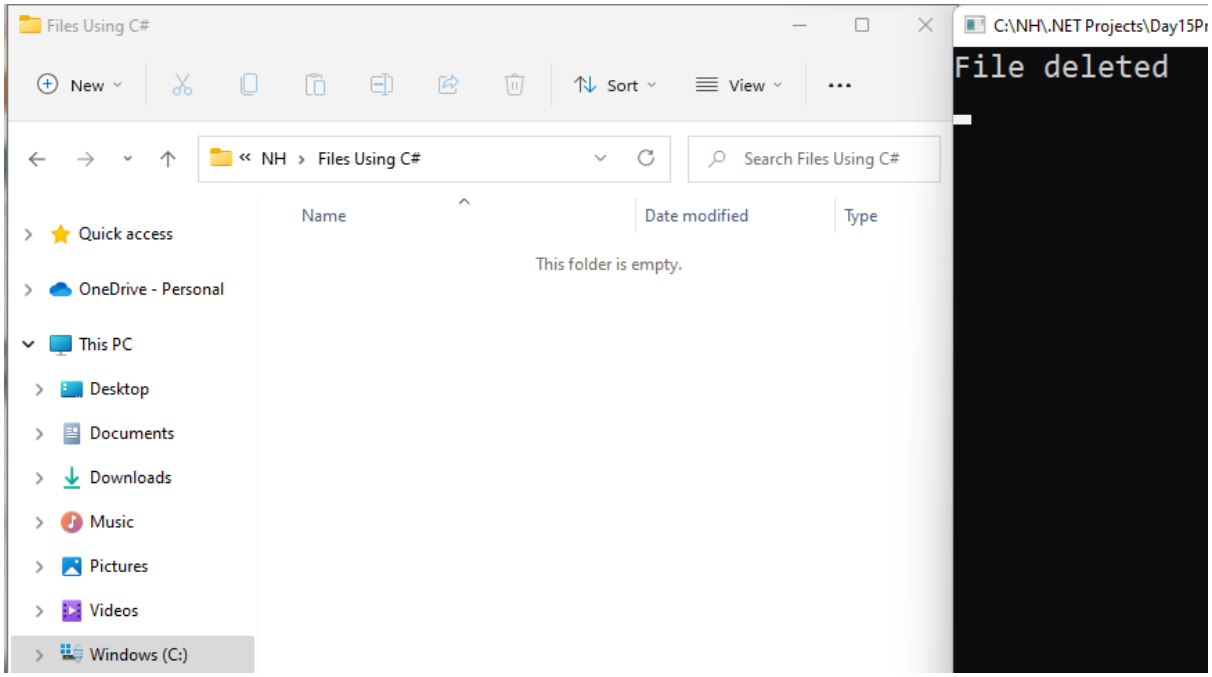


Method4:File.Delete()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project4
{

        /*************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         File.Delete method
         *************************************************/

        class File4
        {
            /// <summary>
            /// This method is used to delete a file
            /// </summary>
            public void Delete()
            {
                //To delete file
                File.Delete("C:\\NH\\Files Using C#\\Hello.txt");
                Console.WriteLine("File deleted");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File4 f4 = new File4();
                f4.Delete();
                Console.ReadLine();
            }
        }
    }
```

Output:



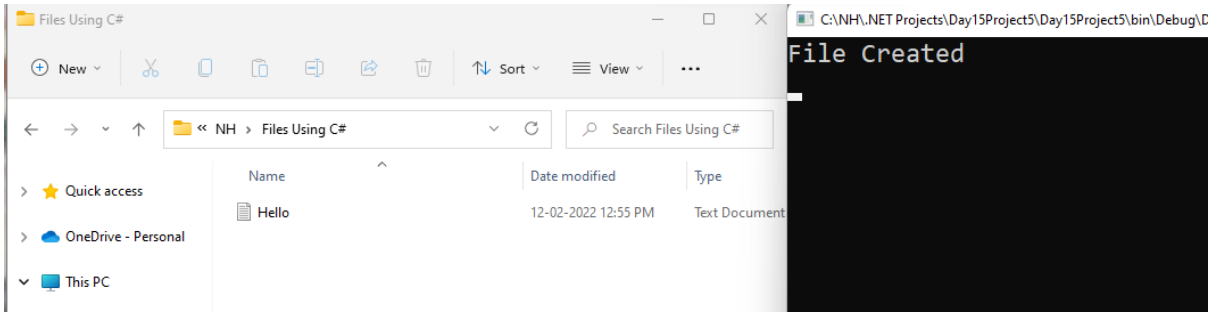
Method5:FileInfo()

Code:

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project5
{
        /***********************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         FileInfo method
         ***********************************************/

        class File5
        {
            /// <summary>
            /// This method is used to create a file
            /// </summary>
            public void CreateFile()
            {
                //To create a file
                FileInfo f1=new FileInfo("C:\\NH\\Files Using C#\\Hello.txt");
                File.Create("C:\\NH\\Files Using C#\\Hello.txt");
                Console.WriteLine("File Created");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File5 f5 = new File5();
```

```
                f5.CreateFile();
                Console.ReadLine();
            }
        }
    }
```

Output:



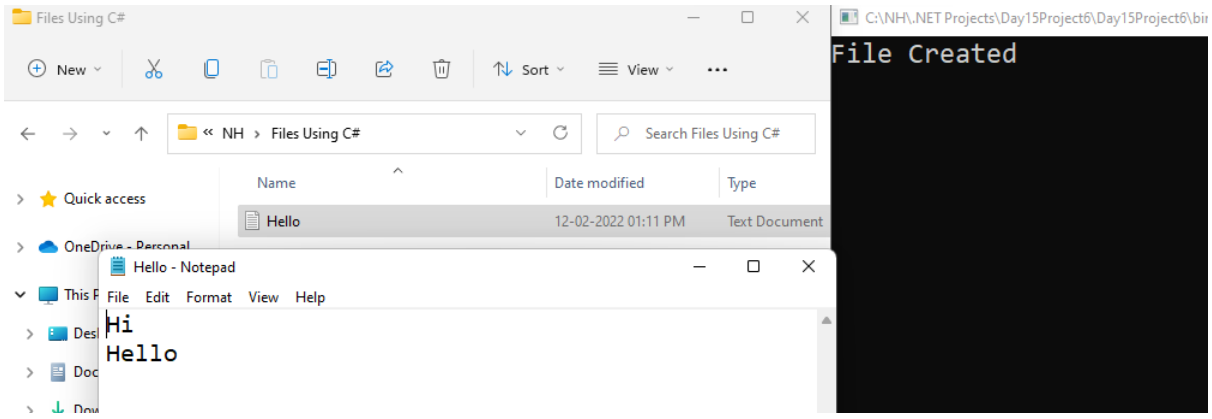
Method6:FileInfo.CreateText()

Code:

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project6
{
        /*************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         FileInfo.Create method
         *************************************************/

        class File6
        {
            /// <summary>
            /// This method is used to create a file and writes text in that
            /// </summary>
            public void CreateFile()
            {
                //To create a file
                FileInfo f1 = new FileInfo("C:\\NH\\Files Using C#\\Hello.txt");
               StreamWriter str = f1.CreateText();
                str.WriteLine("Hi");
                str.WriteLine("Hello");
                str.Close();
                Console.WriteLine("File Created");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File6 f6 = new File6();
                f6.CreateFile();
                Console.ReadLine();
            }
        }
```

```
    }
```

Output:

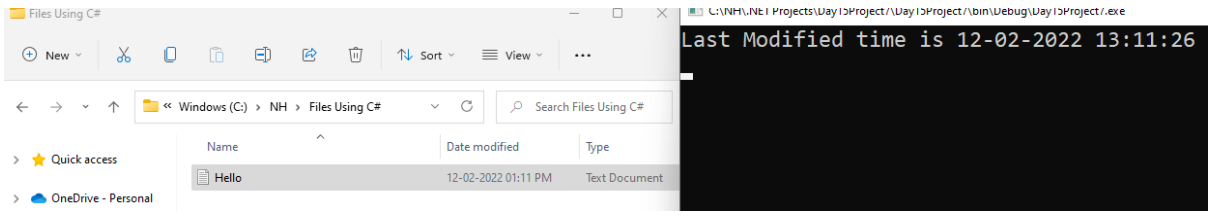


Method7:File.GetLastWriteTime()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project7
{
        /***********************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         File.GetLastWriteTime method
         ***********************************************/

        class File7
        {
            /// <summary>
            /// This method is used to see the last modified time of the file
            /// </summary>
            public void Time()
            {
                //To see last modified time
                Console.WriteLine($"Last Modified time is
{File.GetLastWriteTime("C:\\NH\\Files Using C#\\Hello.txt")}");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File7 f7 = new File7();
                f7.Time();
                Console.ReadLine();
            }
        }
    }
```

Output:

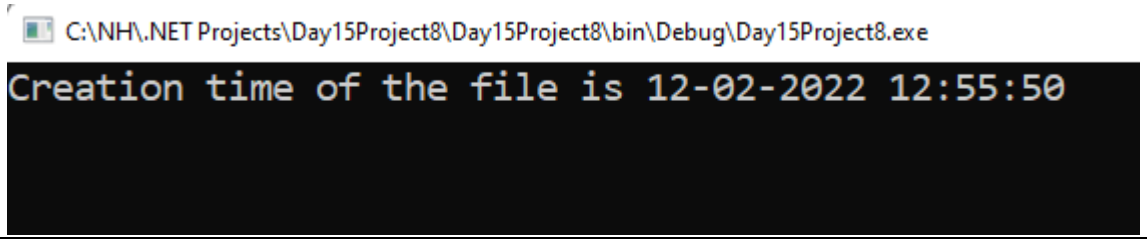


Method8:File.GetCreationTime()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project8
{

        /*********************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example Program for File class using
         *         File.GetCreationTime method
         *********************************************/

        class File8
        {
            /// <summary>
            /// This method is used to see the creation time of the file
            /// </summary>
            public void Time()
            {
                //To see creation time
                Console.WriteLine($"Creation time of the file is
{File.GetCreationTime("C:\\NH\\Files Using C#\\Hello.txt")}");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                File8 f8 = new File8();
                f8.Time();
                Console.ReadLine();
            }
        }
    }
```

Output:



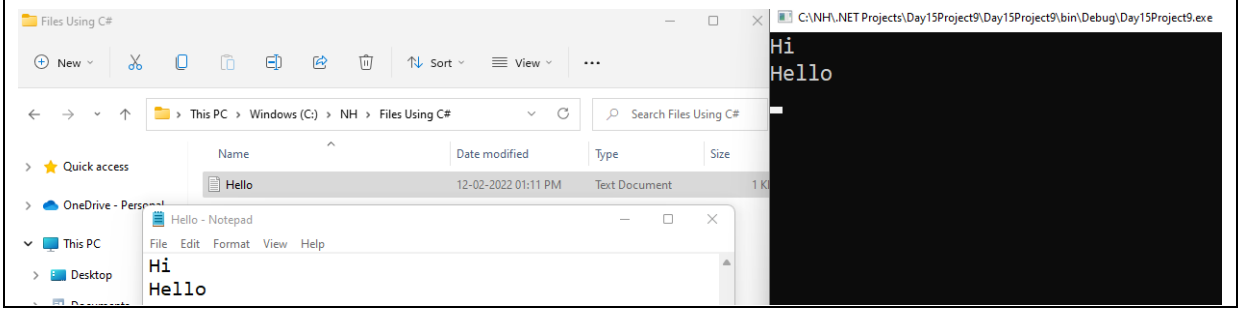
Method9:StreamReader()

Q4.Research and Write C# Program to read data from file.

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project9
{

        /*************************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example program for Files using StreamReader method
         *************************************************************/
        class Files9
        {
            /// <summary>
            /// This method is used to read the text in the file
            /// </summary>
            public void StreamReader1()
            {
                StreamReader sr = new StreamReader("C:\\NH\\Files Using
C#\\Hello.txt");
                String data = sr.ReadLine();
                while(data != null)
                {
                  Console.WriteLine(data);
                   data = sr.ReadLine();

                }

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                Files9 obj = new Files9();
                obj.StreamReader1();
                Console.ReadLine();
            }
        }
    }
```

Output:

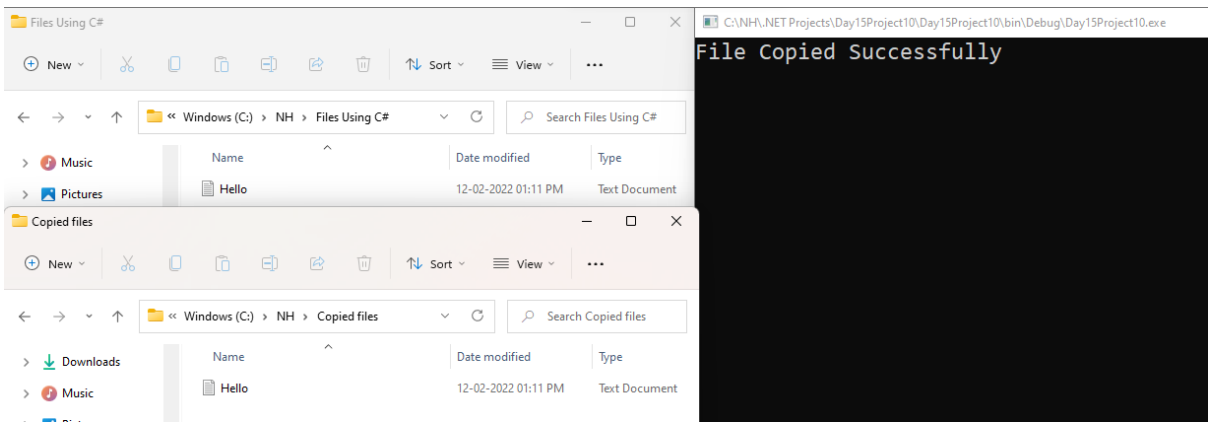


Method10:File.Copy()

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project10
{


        /*************************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example program for Files using Copy method
         *************************************************************/
        class Files10
        {
            /// <summary>
            /// This method is used to Copy the files from one folder to another
            /// </summary>
            public void Copy1()
            {
                File.Copy("C:\\NH\\Files Using C#\\Hello.txt", "C:\\NH\\Copied
files\\Hello.txt");
                Console.WriteLine("File Copied Successfully");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                Files10 obj = new Files10();
                obj.Copy1();
                Console.ReadLine();
            }
        }
}
```

Output:

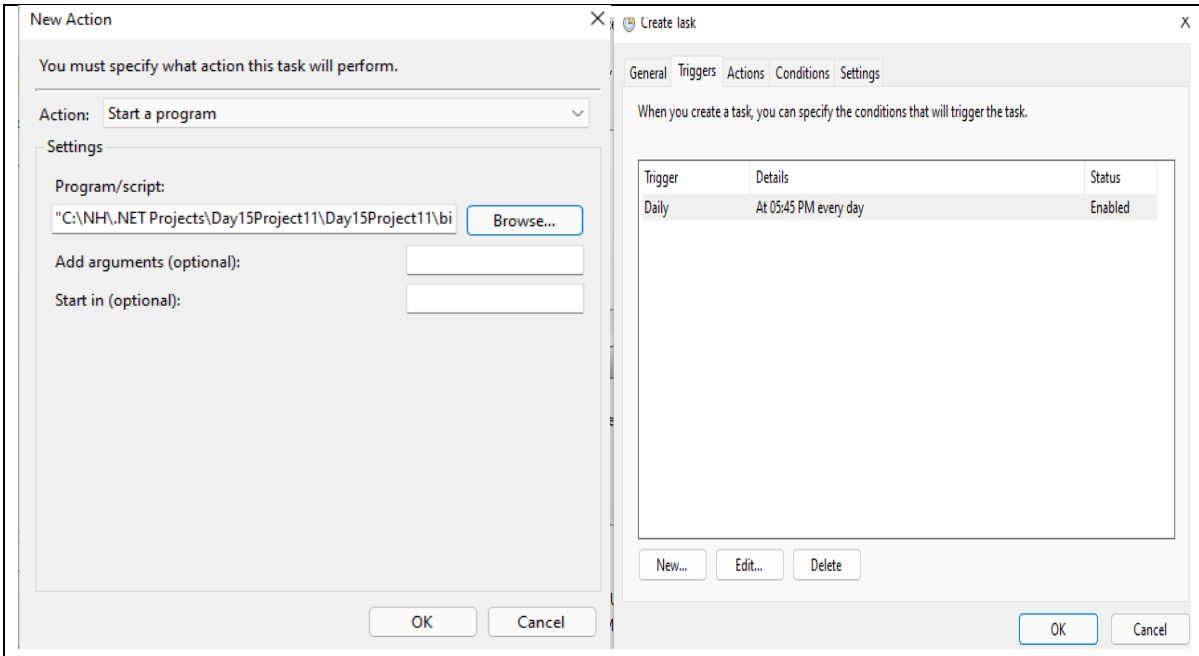


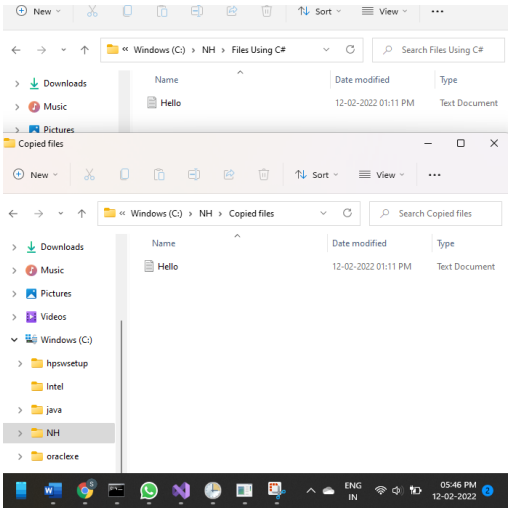
Q2.Write a C# program to copy files from one folder to another folder.
Schedule this job to be executed at daily some time,put the screenshot of task scheduler

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project11
{

        /*************************************************************
         * Author:Sudha Kumari Sugasani
         * Purpose:Example program for Files using Copy method
         *************************************************************/
        class Files10
        {
            /// <summary>
            /// This method is used to Copy the files from one folder to another
            /// </summary>
            public void Copy1()
            {
                File.Copy("C:\\NH\\Files Using C#\\Hello.txt", "C:\\NH\\Copied
files\\Hello.txt");
                Console.WriteLine("File Copied Successfully");

            }
        }
        internal class Program
        {
            static void Main(string[] args)
            {
                Files10 obj = new Files10();
                obj.Copy1();
                Console.ReadLine();
            }
        }
    }
```

Output:





Q5.Modify the quiz application to save the name and score in the flat file.
No need to display the score to end user.

Code:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15Project11
{
    /*************************************************************************
     * Author:Sudha Kumari Sugasani
     * Purpose:Modification of quiz application using StreamWriter method
     *************************************************************************/
    class Files11
        {
            /// <summary>
```

```
            /// This method is used to save name and score in flat file
            /// </summary>
            public void QuizApp()
            {
                StreamWriter sw = new StreamWriter("C:\\NH\\Files Using C#\\Quiz
Application.txt");
                int Score = 0, ans;
                String name;

                Console.WriteLine("Enter your name");
                name = Console.ReadLine();

Console.WriteLine("*************************************************************");
                Console.WriteLine("Hi {0},Welcome to quiz by Sudha", name);

Console.WriteLine("*************************************************************");
                sw.WriteLine(name);

                Console.WriteLine("Q1.What are the missing letters in this word
e_ep_ant ");
                Console.WriteLine("1.a,b   2.h,l   3.l,h   4.c,d");
                Console.WriteLine("Enter your Choice");
                ans = Convert.ToInt32(Console.ReadLine());
                if (ans == 3)
                    Score += 20;

                Console.WriteLine("Q2.What are the missing letters in this word
pa__nt ");
                Console.WriteLine("1.r,e   2.e,r   3.a,a   4.b,b");
                Console.WriteLine("Enter your Choice");
                ans = Convert.ToInt32(Console.ReadLine());
                if (ans == 1)
                    Score += 20;

                Console.WriteLine("Q3.How many colours are there in Rainbow? ");
                Console.WriteLine("1.10   2.7   3.8  4.6");
                Console.WriteLine("Enter your Choice");
                ans = Convert.ToInt32(Console.ReadLine());
                if (ans == 2)
                    Score += 20;

                Console.WriteLine("Q4.4*4= ");
                Console.WriteLine("1.8   2.0  3.23   4.16");
                Console.WriteLine("Enter your Choice");
                ans = Convert.ToInt32(Console.ReadLine());
                if (ans == 4)
                    Score += 20;

                Console.WriteLine("Q5.Who is our Primeminister? ");
                Console.WriteLine("1.NarendraModi  2.Y.S.JaganMohanReddy
3.Amitshah  4.ChadraSekharaRao");
                Console.WriteLine("Enter your Choice");
                ans = Convert.ToInt32(Console.ReadLine());
                if (ans == 1)
                    Score += 20;
                sw.WriteLine(Score);
                sw.Close();


            }
        }
        internal class Program
        {
```

```
            static void Main(string[] args)
            {
                Files11 obj = new Files11();
                obj.QuizApp();
                Console.WriteLine("Thank you for taking the quiz \n Admin will
inform your results");
                Console.ReadLine();
            }
        }
    }
```

Output: