



# Feb 11th Assignment

By

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1. Research and write atleast 10 methods present in File Class. Illustrate with code example.

- **CreateText:** Creates or opens a file for writing UTF-8 encoded text. If the file already exists, its contents are overwritten.
- **Exists:** Determines whether the specified file exists.
- **Delete:** Deletes the specified file.
- **OpenText:** Opens an existing UTF-8 encoded text file for reading.
- **Move:** Moves a specified file to a new location, providing the option to specify a new file name.
- **Copy:** Copies an existing file to a new file. Overwriting a file of the same name is not allowed.
- **GetCreationTime:** Returns the creation date and time of the specified file or directory.
- **OpenText:** Opens an existing UTF-8 encoded text file for reading.
- **AppendText:** Creates a StreamWriter that appends UTF-8 encoded text to an existing file, or to a new file if the specified file does not exist.
- **ReadAllText:** Opens a text file, reads all the text in the file, and then closes the file.

**Code:**

```
using System;
using System.IO;

/*****
* Author: Surya Teja
* Purpose: File methods
* *****/

namespace FileTypes
{
    internal class Program
    {
        static void Main(string[] args)
        {
            //File Location
            string fileName = "S:\\NB\\Assi\\Day1 Morning assignment by Surya Teja Chandolu 24 Jan 2022\\C#\\Feb11\\ExampleFiles\\Sample.txt";
            string fileName1 = "S:\\NB\\Assi\\Day1 Morning assignment by Surya Teja Chandolu 24 Jan 2022\\C#\\Feb11\\ExampleFiles\\Destination\\Sample.txt";

            // Check File Exist or not and Delete the file
            if (File.Exists(fileName))
            {
                File.Delete(fileName);
                Console.WriteLine("*****File Deleted*****\n");
            }

            // Create a new file and add text
            StreamWriter sw = File.CreateText(fileName);
            sw.WriteLine("Hi All");
            sw.WriteLine("AWelcome to");
            sw.WriteLine("Nations Benefit");
            sw.Close();
            Console.WriteLine("\n*****Text Added*****");
        }
    }
}
```

```

// Read File
StreamReader sr = File.OpenText(fileName);
string s = "";
while ((s = sr.ReadLine()) != null)
    Console.WriteLine(s);
Console.WriteLine("\n*****Read Line*****");
sr.Close();

if (File.Exists(fileName))
    File.Delete(fileName);
File.Move(fileName, fileName1);
Console.WriteLine("\n*****File was moved*****");

//Copy File
File.Copy(fileName1, fileName);
Console.WriteLine("\n*****File was Copied*****");
object date = File.GetCreationTime(fileName1);
Console.WriteLine("\n*****Get Creation Time*****");
Console.WriteLine(date);

//Open File
File.OpenText(fileName1).Close();
Console.WriteLine("\nFile Opened");

//Append new Text
sw = File.AppendText(fileName1);
sw.WriteLine("This");
sw.WriteLine("is Extra");
sw.WriteLine("Text");
sw.Close ();
Console.WriteLine("\nFile Append");

//Read File
object read = File.ReadAllText(fileName1);
Console.WriteLine(read);
Console.WriteLine("\nRead Appended File");

Console.ReadLine();
    }
}
}

```

**Output:**

```
S:\NB\Assi\Day1 Morning assignment by Sury
*****File Deleted*****

*****Text Added*****
Hi All
AWelcome to
Nations Benefit

*****Read Line*****

*****File was moved*****

*****File was Copied*****

*****Get Creation Time*****
11-02-2022 17:09:54

File Opened

File Append
Hi All
AWelcome to
Nations Benefit
This
is Extra
Text

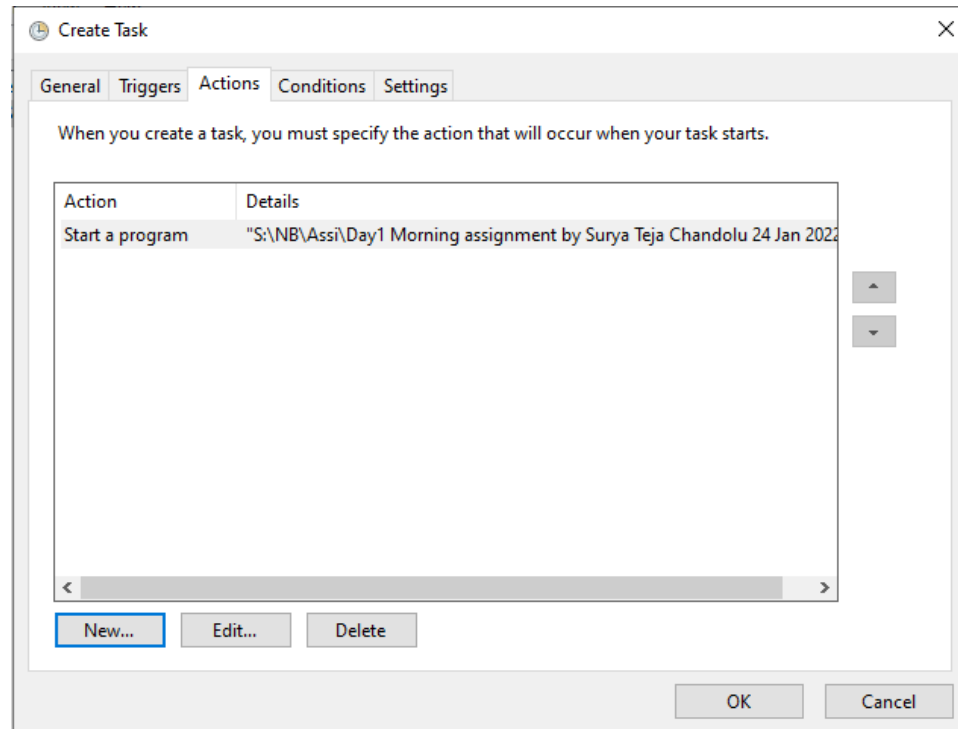
Read Appended File
```

2. WACP to copy files from one folder to other folder. Schedule this job to be executed at daily some time. put the screen shot of task scheduler.

**Code:**

```
File.Copy(fileName1, fileName);  
Console.WriteLine("\n*****File was Copied*****");
```

**Screenshot**



### 3. WACP to write data into file (and append the data) using Stream writer class.

#### Code:

```
sw = File.AppendText(fileName1);  
sw.WriteLine("This");  
sw.WriteLine("is Extra");  
sw.WriteLine("Text");  
sw.Close ();  
Console.WriteLine("\nFile Append");
```

#### Output:

```
File Append  
Hi All  
AWelcome to  
Nations Benefit  
This  
is Extra  
Text
```

### 4. Research and write C# program to read data from file.

#### Code:

```
StreamReader sr = File.OpenText(fileName);  
string s = "";  
while ((s = sr.ReadLine()) != null)  
    Console.WriteLine(s);  
Console.WriteLine("\n*****Read Line*****");  
sr.Close();
```

#### Output:

```
Hi All  
AWelcome to  
Nations Benefit  
  
*****Read Line*****
```

5. 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;

namespace QuizApplication
{
    internal class Program
    {
        static void Main(string[] args)
        {
            string fileName = "S:\\NB\\Assi\\Day1 Morning assignment by Surya
Teja Chandolu 24 Jan 2022\\C#\\Feb11\\ExampleFiles\\Score.txt";

            int score = 0, answer;
            string name;

            Console.Write("Enter your Name: ");
            name = Console.ReadLine();

            Console.WriteLine("*****");
            Console.WriteLine($"Hi {name} welcome to quiz by Surya");
            Console.WriteLine("*****");

            Console.WriteLine("\nQ1. What is the national game of India ");
            Console.WriteLine("1.Cricket 2.Field Hockey 3.Badminton 4.Kabaddi");
            Console.Write("Enter your choice: ");
            answer = Convert.ToInt32(Console.ReadLine());
            if (answer == 2)
                score += 20;

            Console.WriteLine("\nQ2. What is the national game of USA ");
            Console.WriteLine("1.Tennis 2.Ice Hockey 3.Baseball 4.Football");
            Console.Write("Enter your choice: ");
            answer = Convert.ToInt32(Console.ReadLine());
            if (answer == 3)
                score += 20;

            Console.WriteLine("\nQ3. What is the national game of Israel ");
            Console.WriteLine("1.Swimming 2.Field Hockey 3.Basketball
4.Football");
            Console.Write("Enter your choice: ");
            answer = Convert.ToInt32(Console.ReadLine());
            if (answer == 4)
                score += 20;

            Console.Write("\nQ4. What is the national game of Scotland: ");
            Console.WriteLine("1.Golf 2.Tennis 3.Football 4.Rugby");
            Console.Write("Enter your choice: ");
            answer = Convert.ToInt32(Console.ReadLine());
            if (answer == 1)
                score += 20;

            Console.WriteLine("\nQ5. What is the national game of England ");
```

```

        Console.WriteLine("1.Rugby 2.Cricket 3.Football 4.Basketball");
        Console.Write("Enter your choice: ");
        answer = Convert.ToInt32(Console.ReadLine());
        if (answer == 2)
            score += 20;
        //Adding Score to File
        if (File.Exists(fileName))
            File.Delete(fileName);
        Console.WriteLine("\n*****File Deleted*****\n");

        StreamWriter sw = File.CreateText(fileName);
        sw.WriteLine(name);
        sw.WriteLine(score);
        sw.Close();
        Console.WriteLine("*****Score Added*****");
        Console.WriteLine($" \nThanks, {name} score was added to our company
server");

        Console.ReadLine();
    }
}

```

### Output:

```

S:\NB\Ass\Day1 Morning assignment by Surya Teja Chandolu 24 Jan 2022\C#\Feb11\QuizApplication\bin\Debug\QuizAppli
Enter your Name: Surya
*****
Hi Surya welcome to quiz by Surya
*****
Q1. What is the national game of India
1.Cricket 2.Field Hockey 3.Badminton 4.Kabaddi
Enter your choice: 2

Q2. What is the national game of USA
1.Tennis 2.Ice Hockey 3.Baseball 4.Football
Enter your choice: 3

Q3. What is the national game of Israel
1.Swimming 2.Field Hockey 3.Basketball 4.Football
Enter your choice: 4

Q4. What is the national game of Scotland: 1.Golf 2.Tennis 3.Football 4.Rugby
Enter your choice: 1

Q5. What is the national game of England
1.Rugby 2.Cricket 3.Football 4.Basketball
Enter your choice: 2

*****File Deleted*****

*****Score Added*****

Thanks, Surya score was added to our company server

```