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(fileName1))  File.Delete(fileName1);  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: |
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| 1. 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 |
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| 1. 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: |
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| 1. 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: |
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| 1. 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: |
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