









File Edit View Refactor Project Build Debug Team Data Tools Architecture Test Analyze Window Help Full Screen

MyFileSystemWatcherService.cs\* MyFileSystemWatcherService.cs [Design]\*

MyFileSystemWatcherService.MyFileSystemWatcherService fileSystemWatcher1\_Created(object sender, FileSystemEventArgs e)

```

protected override void OnStop()
{
    sw.WriteLine("Service Stopped @ " + DateTime.Now.ToString());
    sw.Flush();
    sw.Close();
    fs.Close();
}

private void fileSystemWatcher1_Changed(object sender,
FileSystemEventArgs e)
{
    sw.WriteLine("Content Changed for " + e.FullPath + " @ " + DateTime.Now.ToString());
}

```

100 %

Error List

Ready

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MyFileSystemWatcherService.MyFileSystemWatcherService fileSystemWatcher1\_Created(object sender, FileSystemEventArgs e)

```

private void fileSystemWatcher1_Created(object sender,
FileSystemEventArgs e)
{
    sw.WriteLine("Created " + e.FullPath + " @ " + DateTime.Now.ToString());
}

private void fileSystemWatcher1_Deleted(object sender,
FileSystemEventArgs e)
{
    sw.WriteLine("Deleted " + e.FullPath + " @ " + DateTime.Now.ToString());
}

private void fileSystemWatcher1_Renamed(object sender,
RenamedEventArgs e)
{
}

```



























