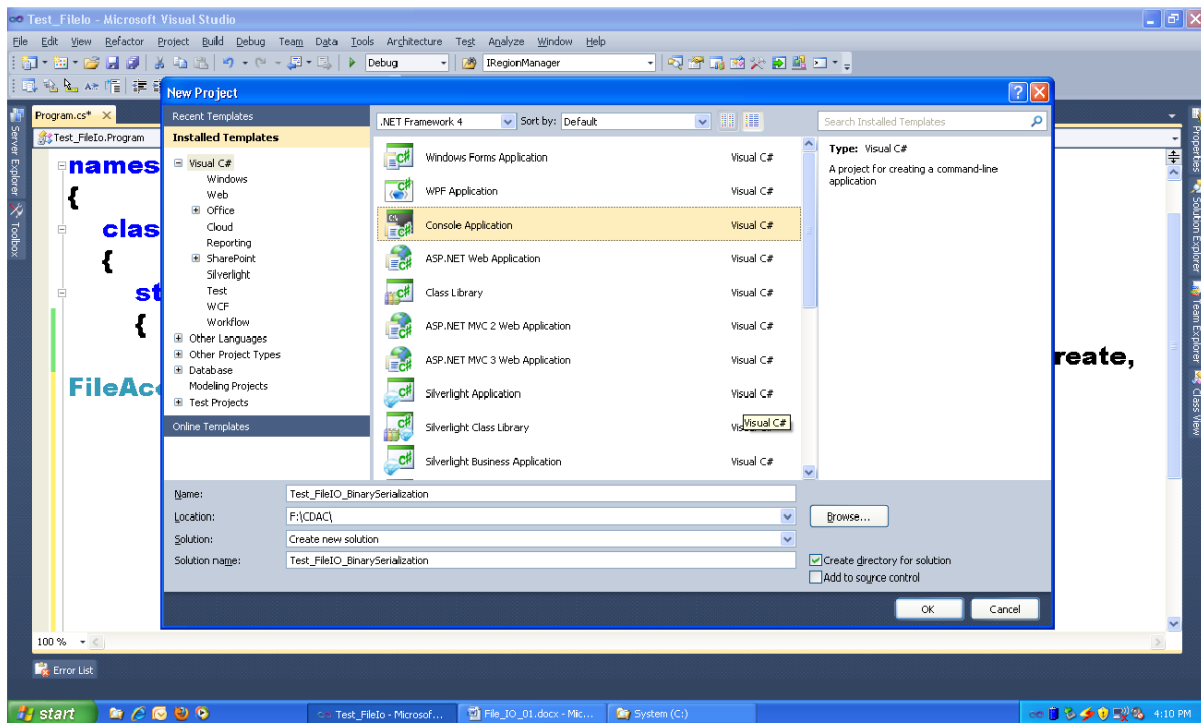


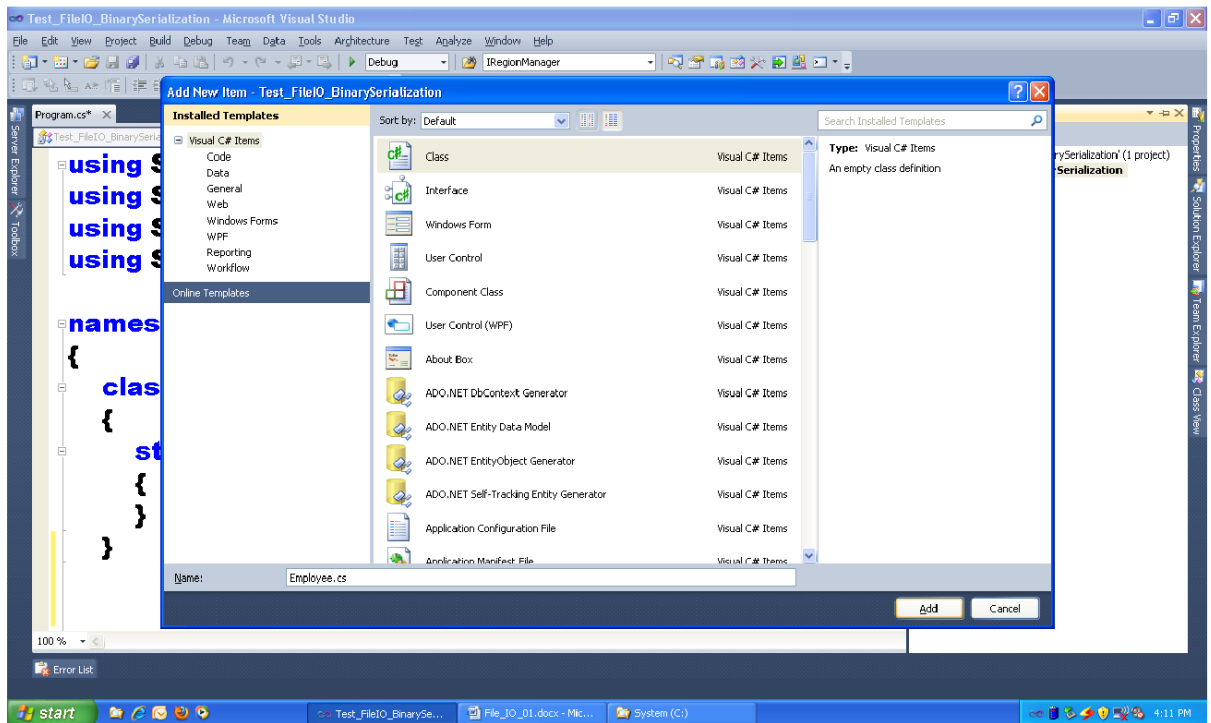
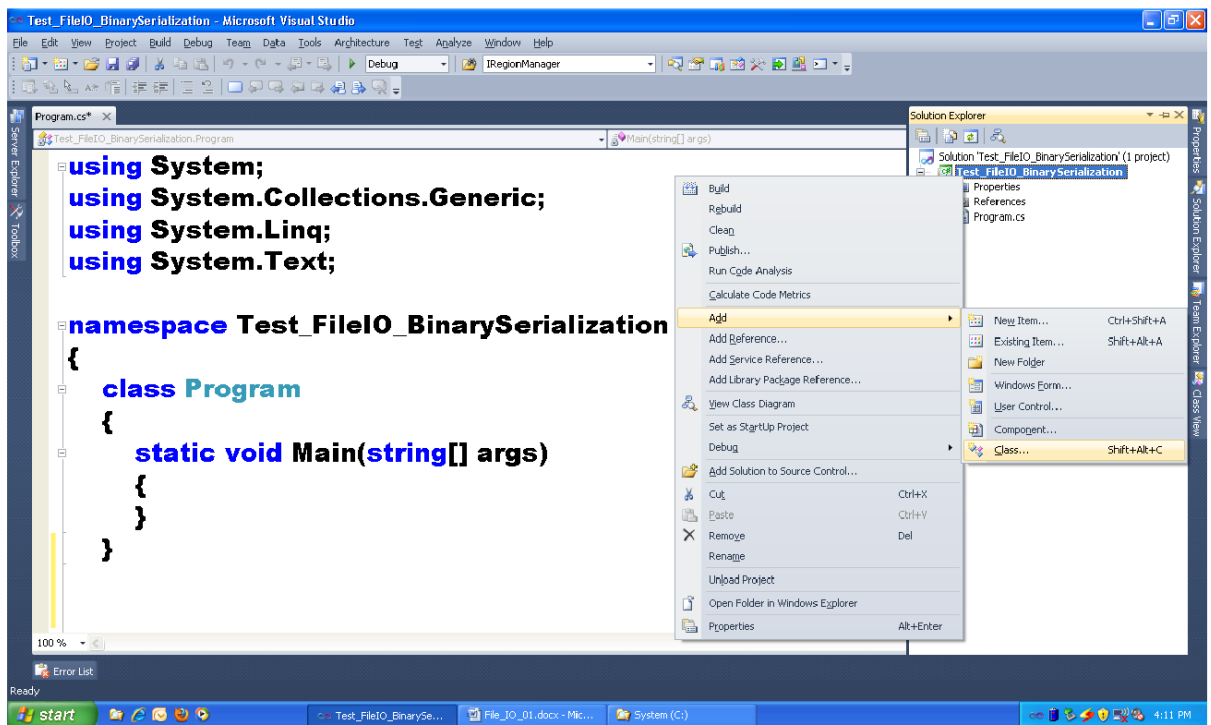
The screenshot shows the Visual Studio IDE with a C# file named Program.cs open. The code defines a namespace Test_FileIo, a class Program, and a static Main method. The Main method opens a file named c:\\Log.txt, reads its contents, and writes them to the console.

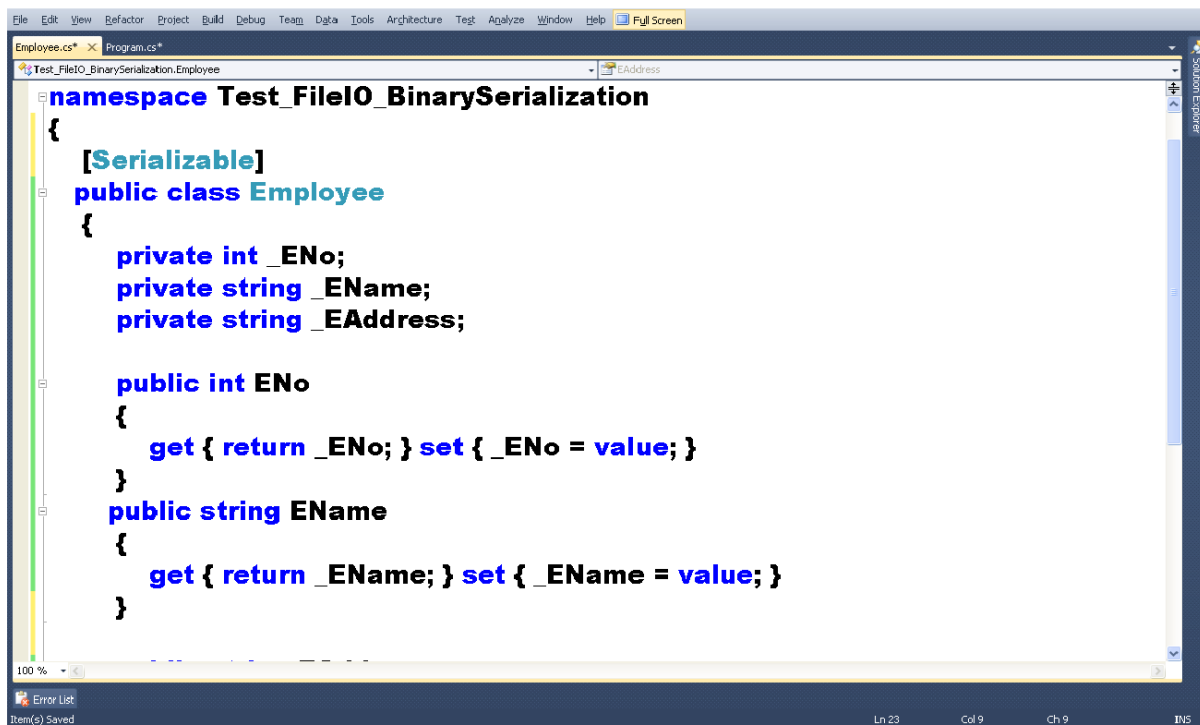
```
namespace Test_FileIo
{
    class Program
    {
        static void Main(string[] args)
        {
            FileStream fs = new FileStream("c:\\Log.txt", FileMode.OpenOrCreate,
            FileAccess.ReadWrite);

            StreamReader sr = new StreamReader(fs);
            string result = sr.ReadToEnd();
            Console.WriteLine(result);
            sr.Close();
            fs.Close();
            Console.ReadLine();
        }
    }
}
```

Test_FileIO_BinarySerialization



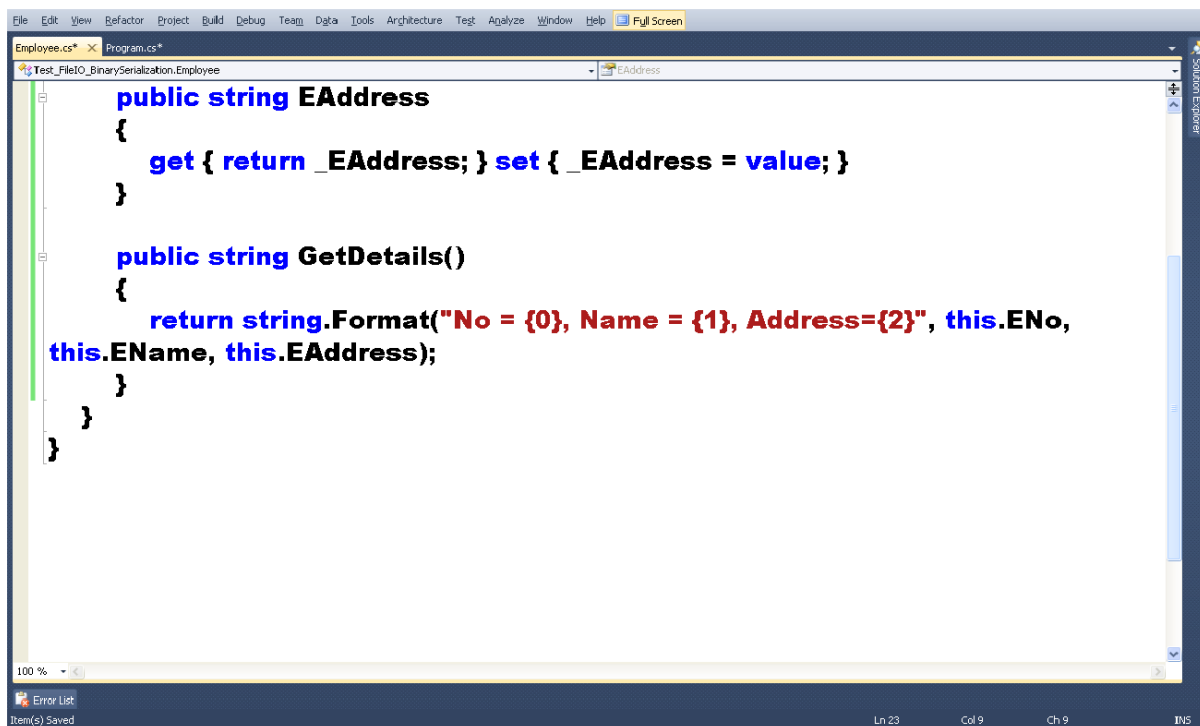




This screenshot shows the Visual Studio IDE with the 'Employee.cs' file open. The code defines a namespace 'Test_FileIO_BinarySerialization' containing a class 'Employee'. The class has three private fields: '_ENo' (int), '_EName' (string), and '_EAddress' (string). It also has three public properties: 'ENo' (int), 'EName' (string), and 'EAddress' (string). Each property has a getter and a setter. The 'Error List' at the bottom shows 'Item(s) Saved'. The status bar at the bottom indicates 'Ln 23', 'Col 9', 'Ch 9', and 'INS'.

```
namespace Test_FileIO_BinarySerialization
{
    [Serializable]
    public class Employee
    {
        private int _ENo;
        private string _EName;
        private string _EAddress;

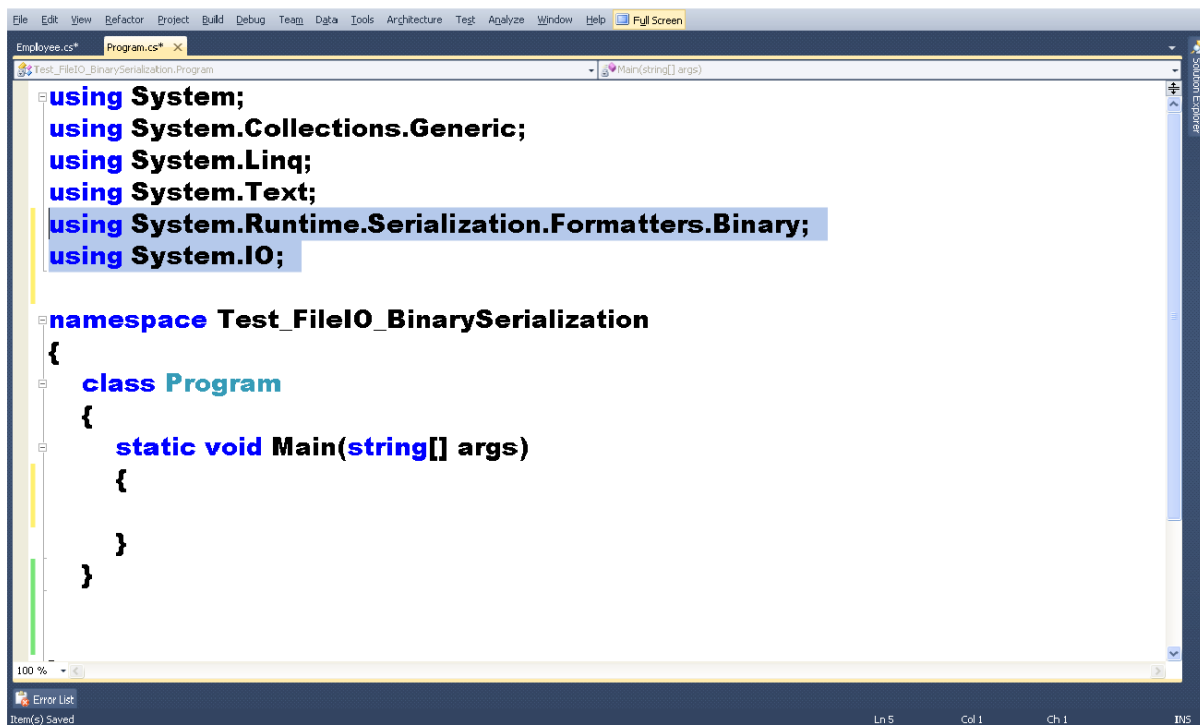
        public int ENo
        {
            get { return _ENo; } set { _ENo = value; }
        }
        public string EName
        {
            get { return _EName; } set { _EName = value; }
        }
    }
}
```



This screenshot shows the Visual Studio IDE with the 'Employee.cs' file open. The code continues from the previous screenshot, showing the 'EAddress' property and the 'GetDetails' method. The 'EAddress' property has a getter and a setter. The 'GetDetails' method returns a formatted string containing the employee's details. The 'Error List' at the bottom shows 'Item(s) Saved'. The status bar at the bottom indicates 'Ln 23', 'Col 9', 'Ch 9', and 'INS'.

```
public string EAddress
{
    get { return _EAddress; } set { _EAddress = value; }
}

public string GetDetails()
{
    return string.Format("No = {0}, Name = {1}, Address={2}", this.ENo,
        this.EName, this.EAddress);
}
}
```



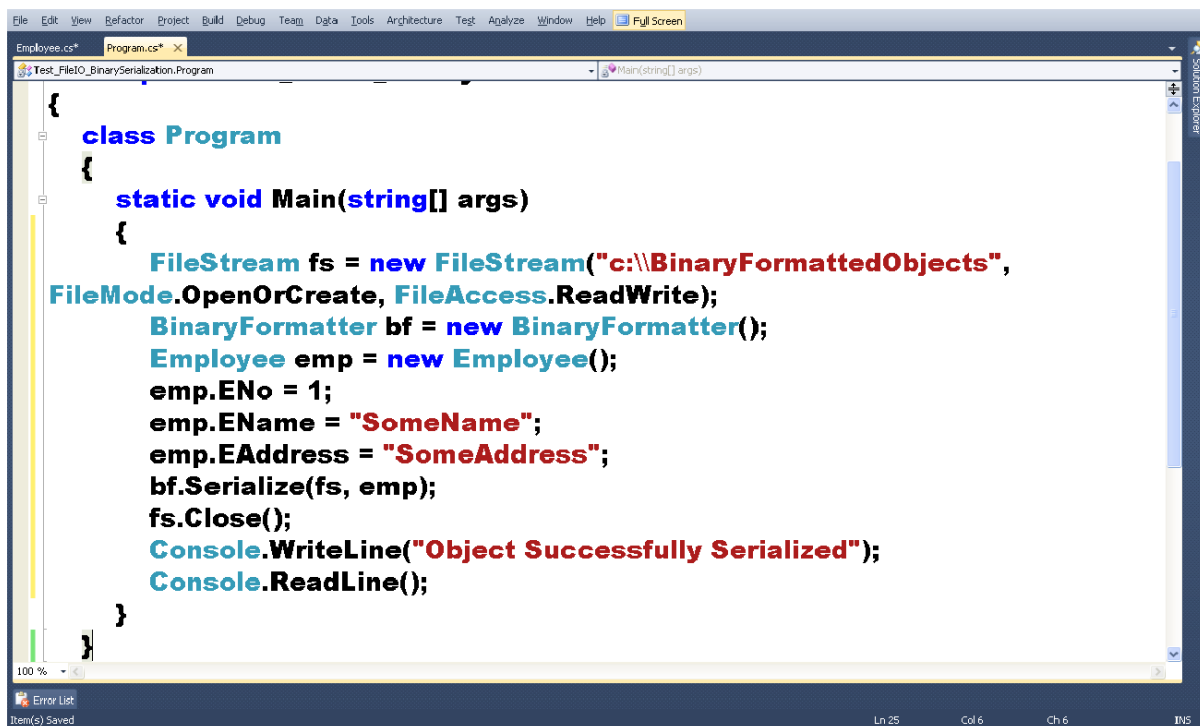
```
File Edit View Refactor Project Build Debug Team Data Tools Architecture Test Analyze Window Help Full Screen
Employee.cs* Program.cs* X
Test_FileIO_BinarySerialization.Program - Main(string[] args)

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Runtime.Serialization.Formatters.Binary;
using System.IO;

namespace Test_FileIO_BinarySerialization
{
    class Program
    {
        static void Main(string[] args)
        {

        }
    }
}

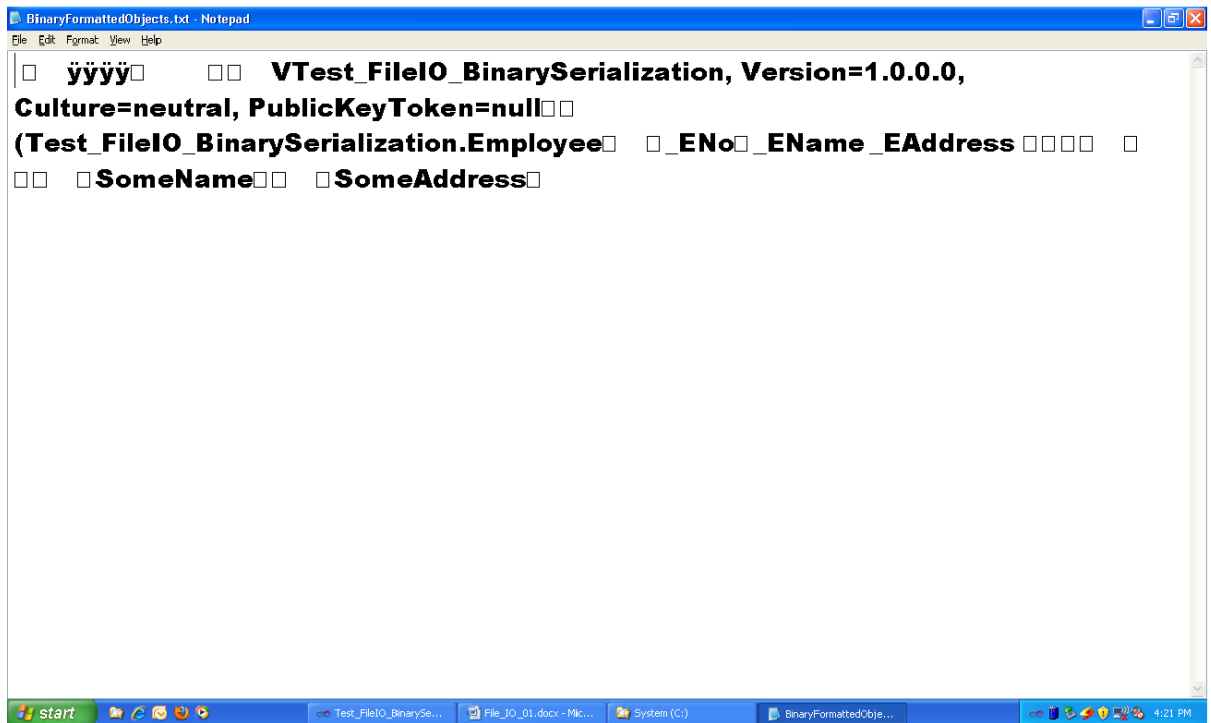
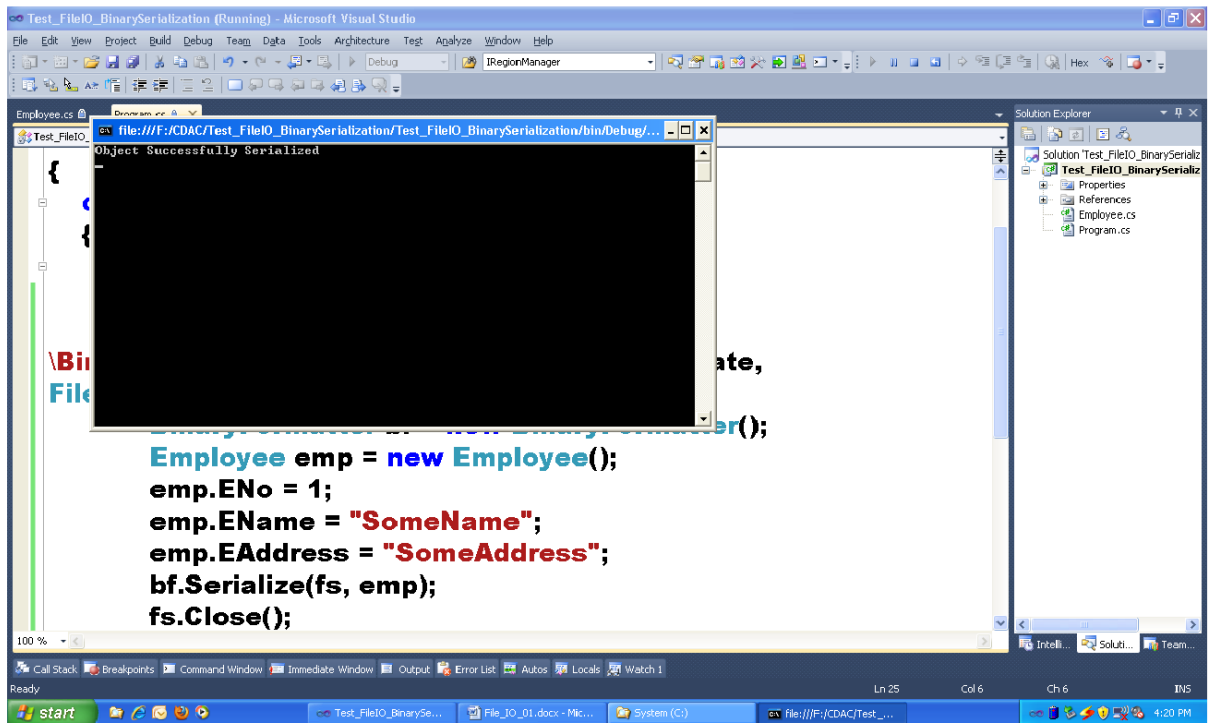
100 %
Error List
Item(s) Saved
Ln 5 Col 1 Ch 1 INS
```

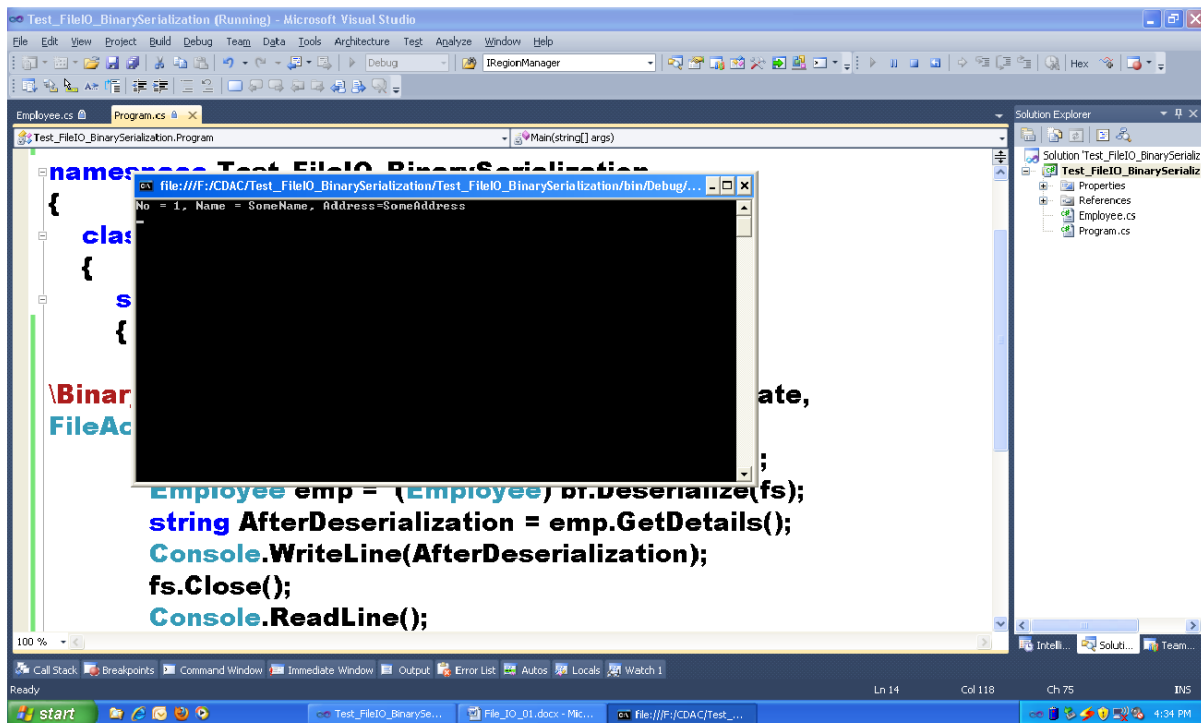


```
File Edit View Refactor Project Build Debug Team Data Tools Architecture Test Analyze Window Help Full Screen
Employee.cs* Program.cs* X
Test_FileIO_BinarySerialization.Program - Main(string[] args)

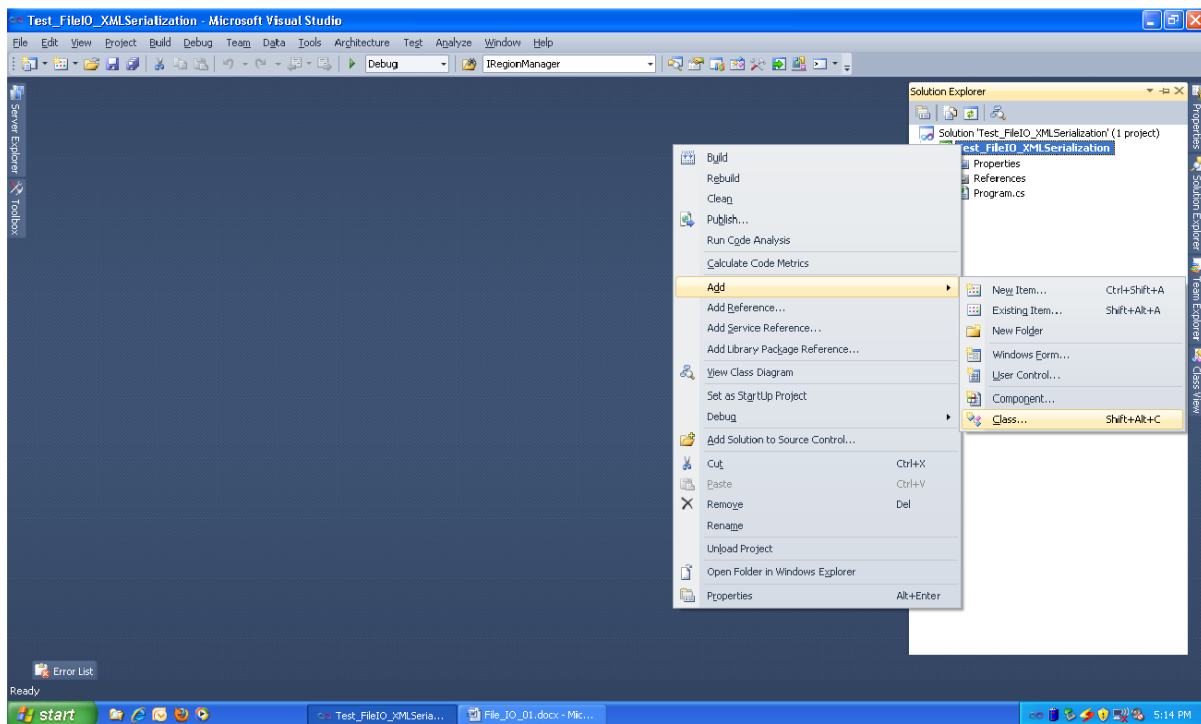
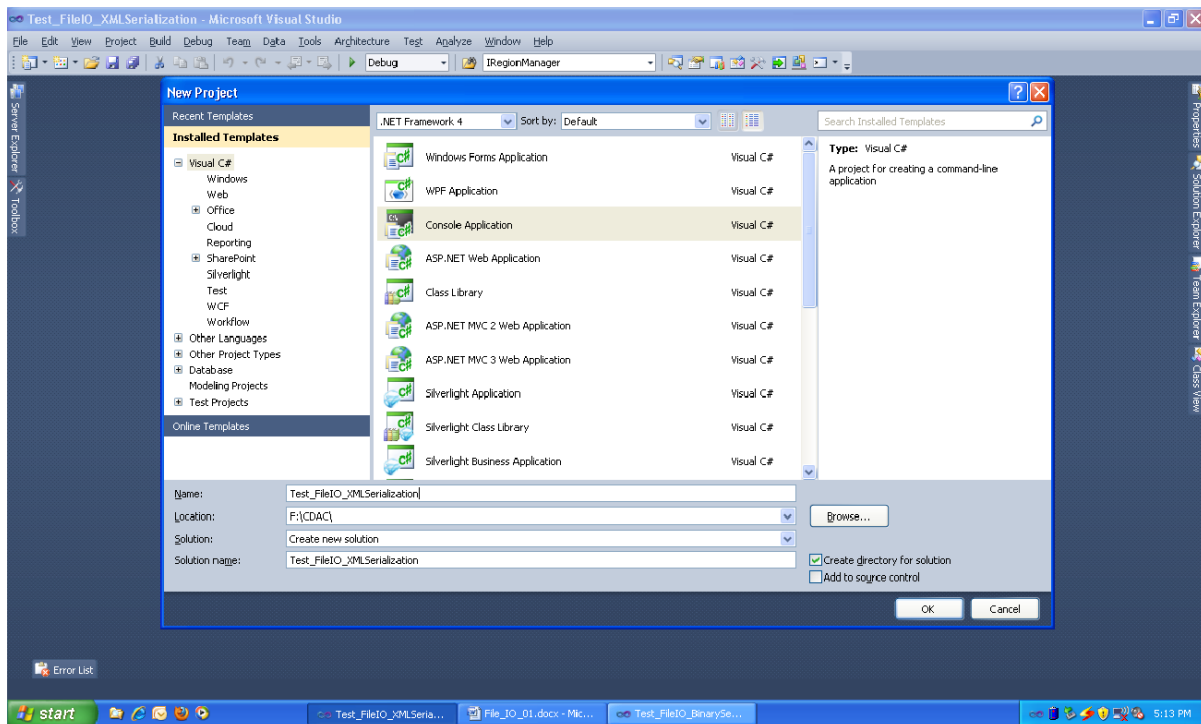
{
    class Program
    {
        static void Main(string[] args)
        {
            FileStream fs = new FileStream("c:\\BinaryFormattedObjects",
            FileMode.OpenOrCreate, FileAccess.ReadWrite);
            BinaryFormatter bf = new BinaryFormatter();
            Employee emp = new Employee();
            emp.ENo = 1;
            emp.ENAME = "SomeName";
            emp.EAddress = "SomeAddress";
            bf.Serialize(fs, emp);
            fs.Close();
            Console.WriteLine("Object Successfully Serialized");
            Console.ReadLine();
        }
    }
}

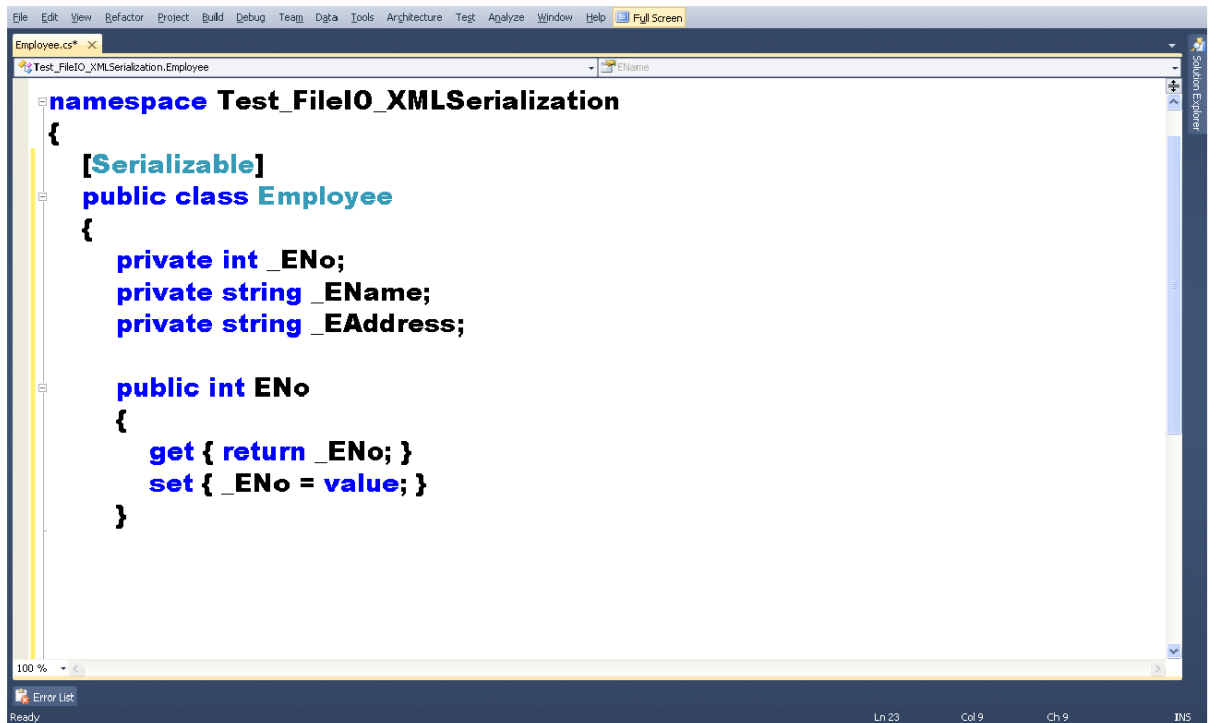
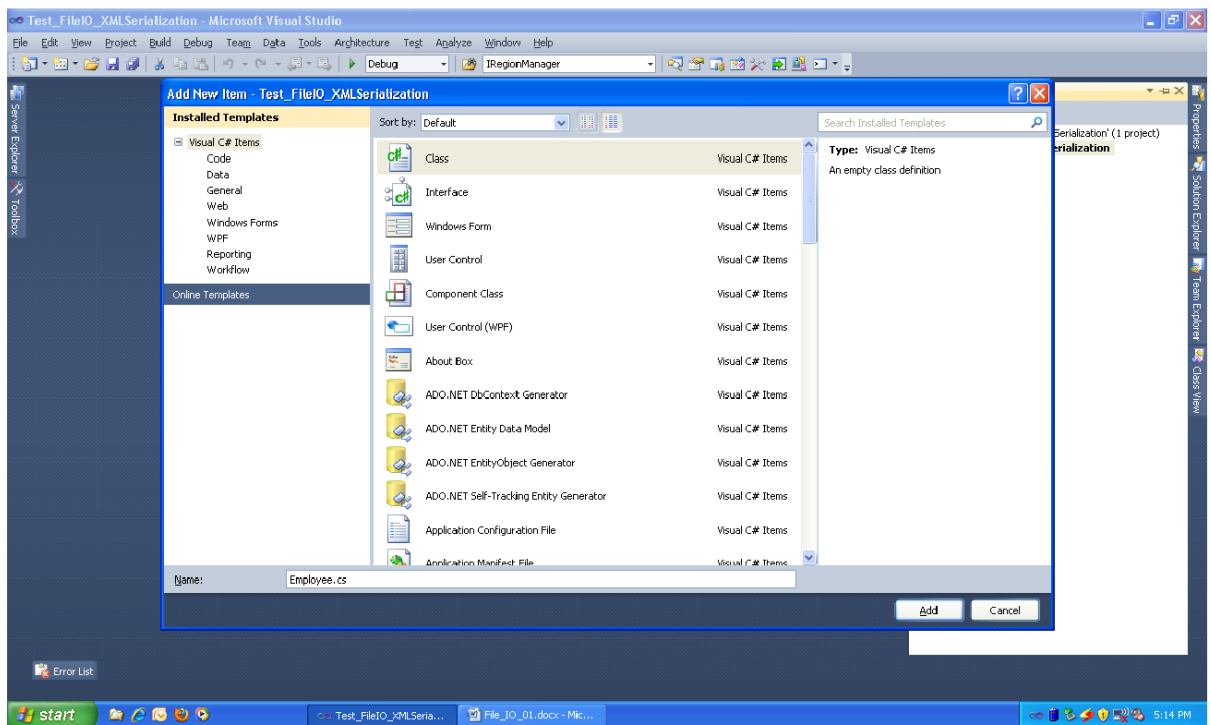
100 %
Error List
Item(s) Saved
Ln 25 Col 6 Ch 6 INS
```

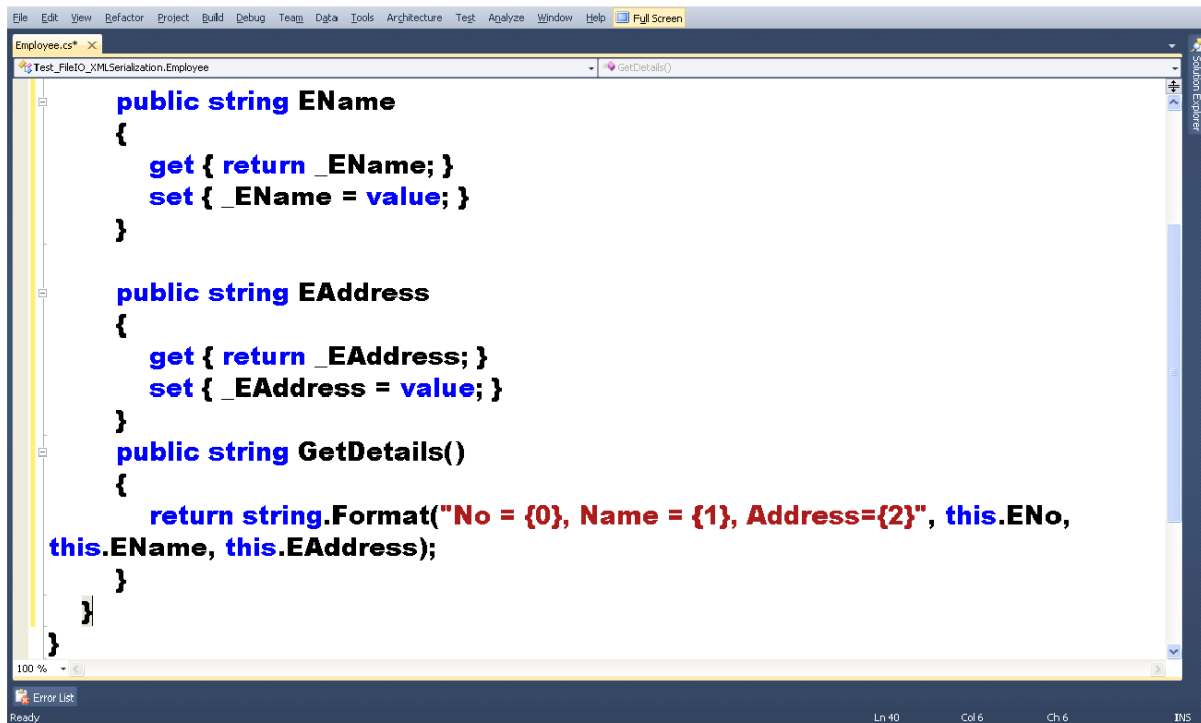





Test_FileIO_XMLSerialization







Employee.cs

Test_FileIO_XMLSerialization.Employee

```
public string EName
{
    get { return _EName; }
    set { _EName = value; }
}

public string EAddress
{
    get { return _EAddress; }
    set { _EAddress = value; }
}

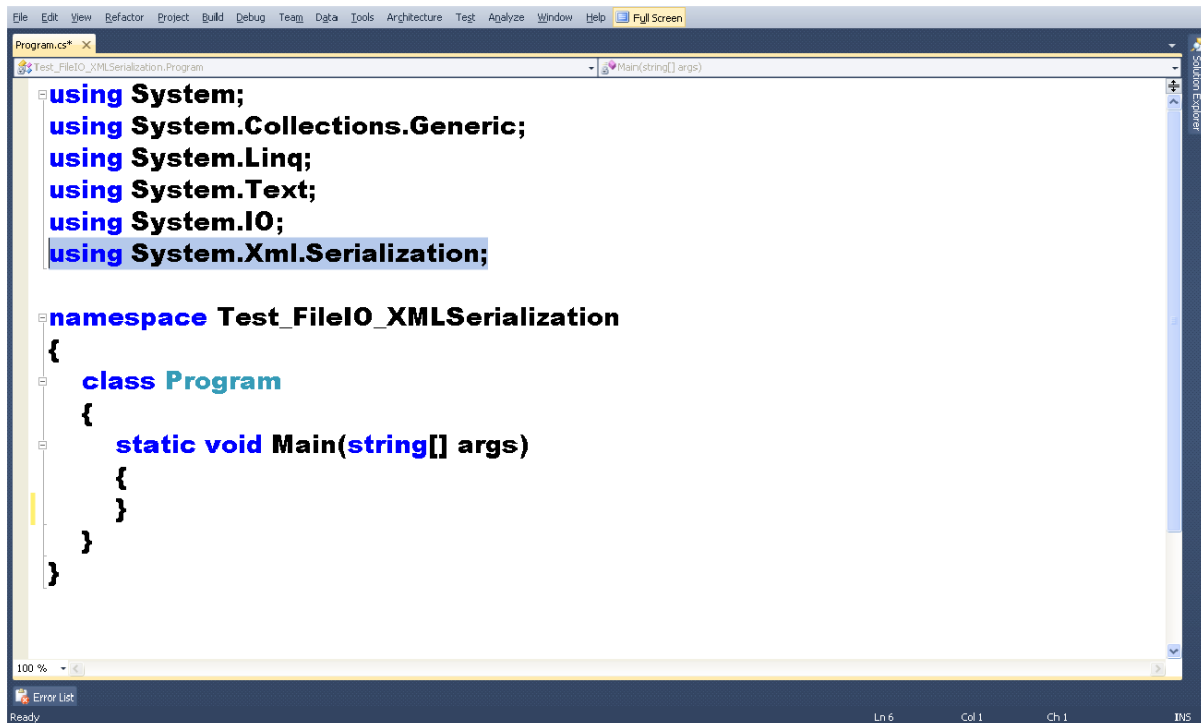
public string GetDetails()
{
    return string.Format("No = {0}, Name = {1}, Address={2}", this.ENo,
        this.EName, this.EAddress);
}
```

100 %

Error List

Ready

Ln 40 Col 6 Ch 6 INS



Program.cs

Test_FileIO_XMLSerialization.Program

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
using System.Xml.Serialization;

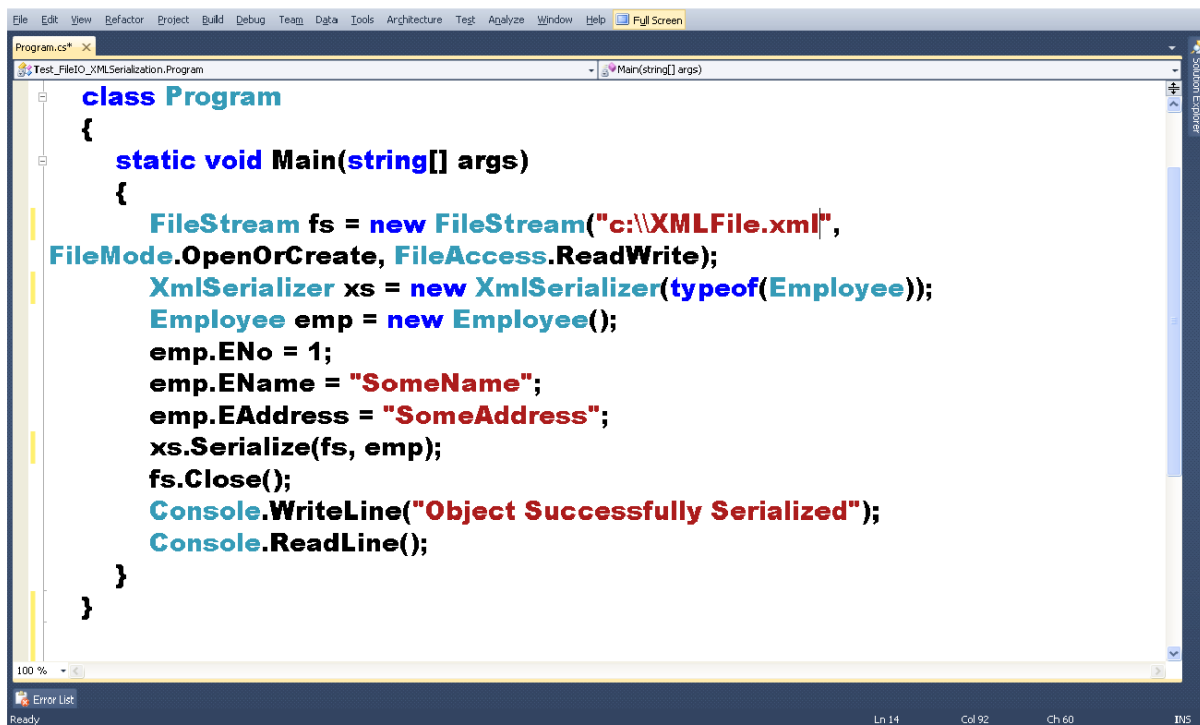
namespace Test_FileIO_XMLSerialization
{
    class Program
    {
        static void Main(string[] args)
        {
        }
    }
}
```

100 %

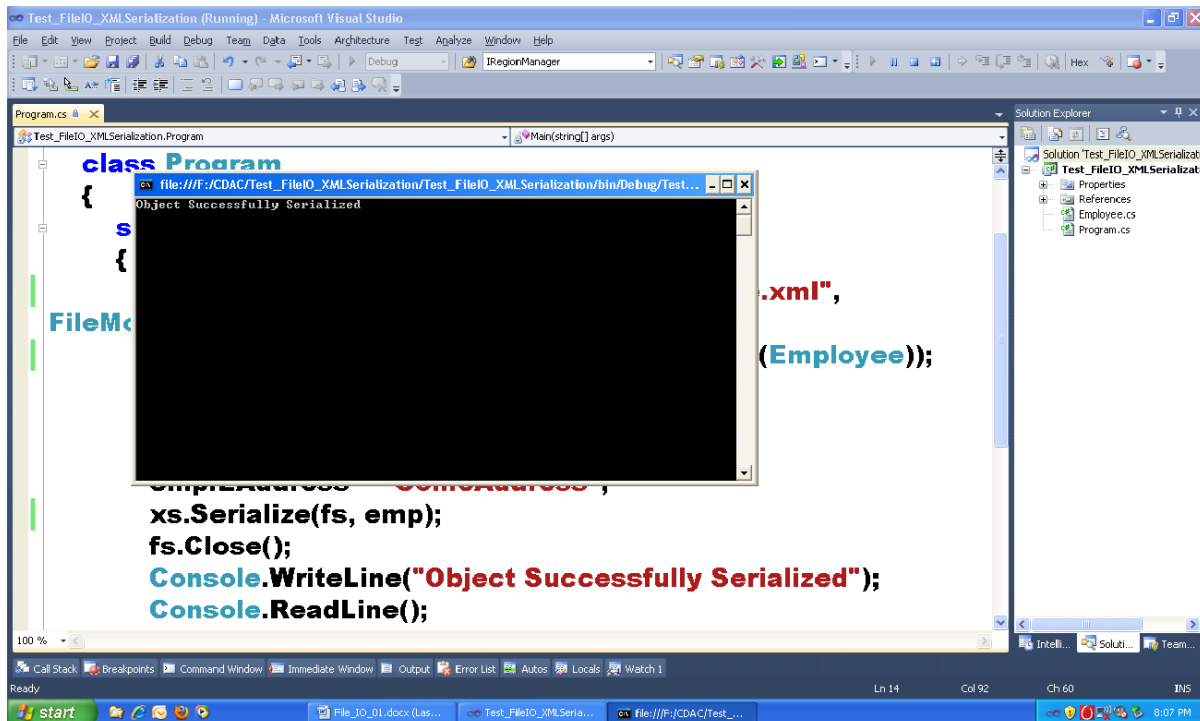
Error List

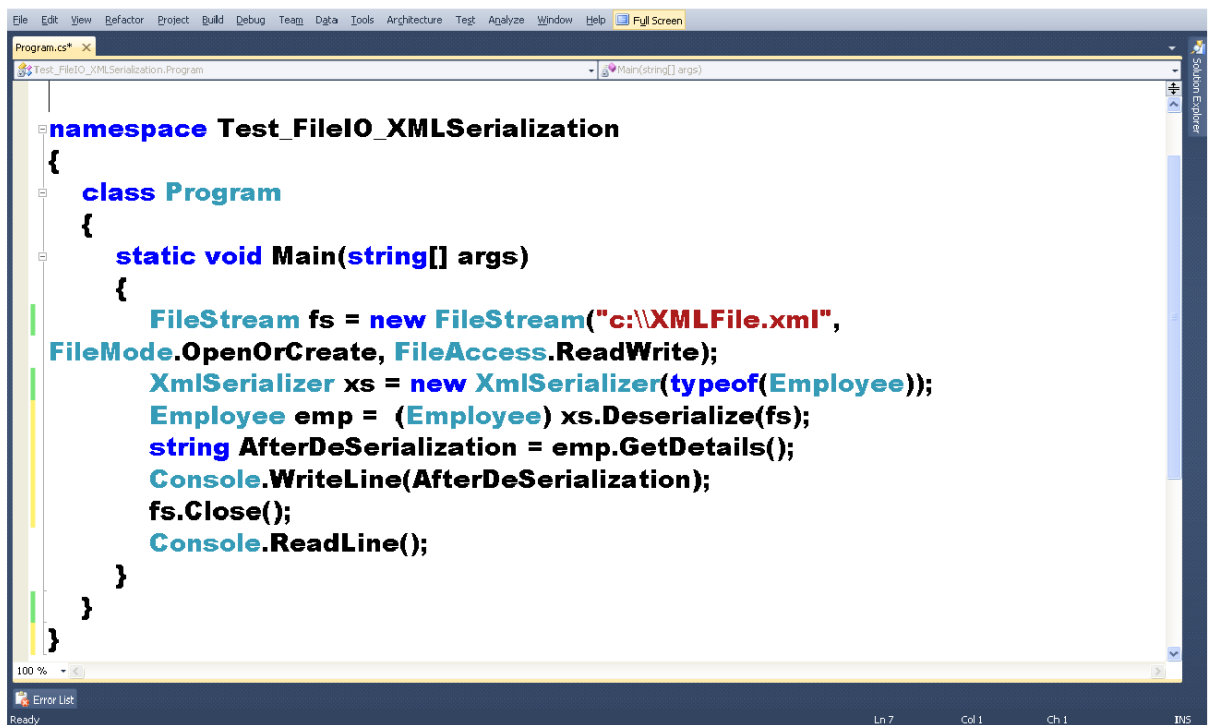
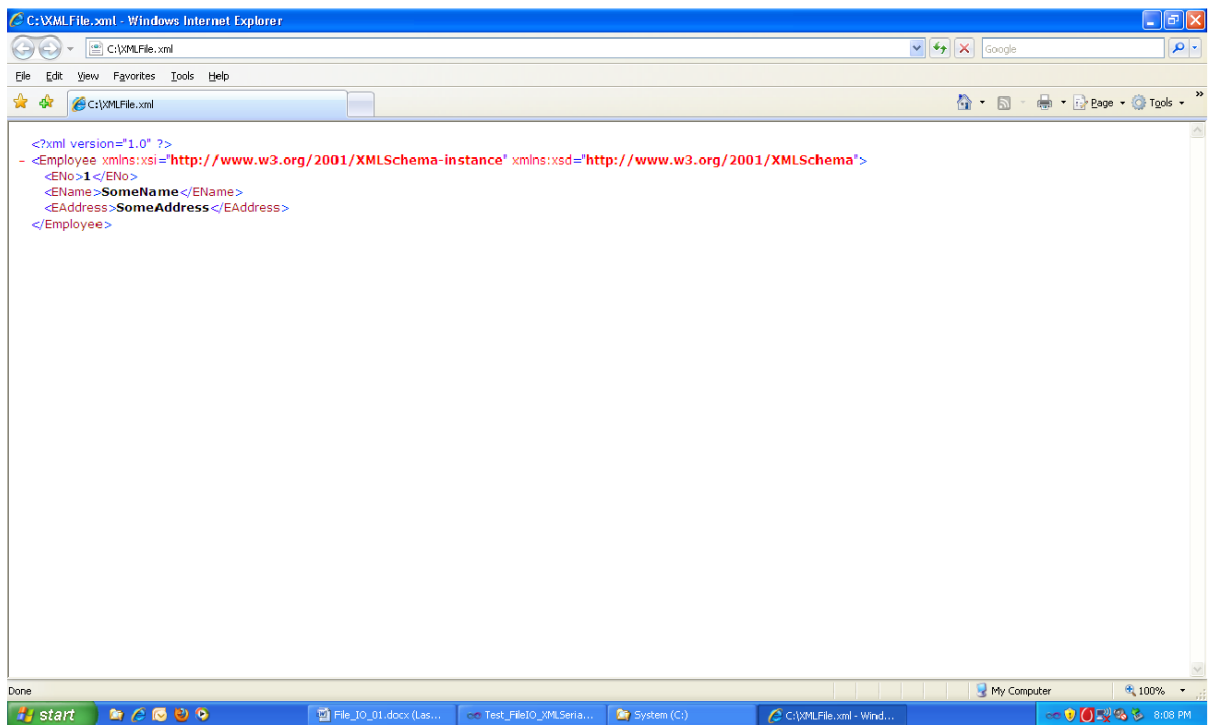
Ready

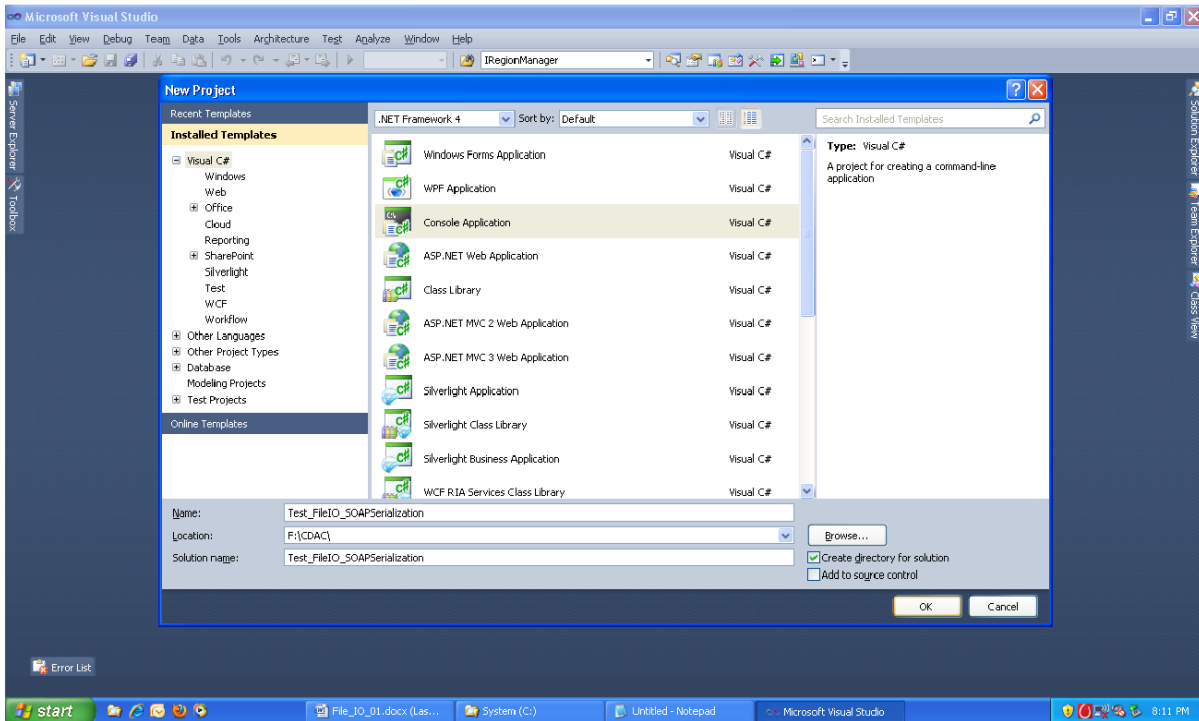
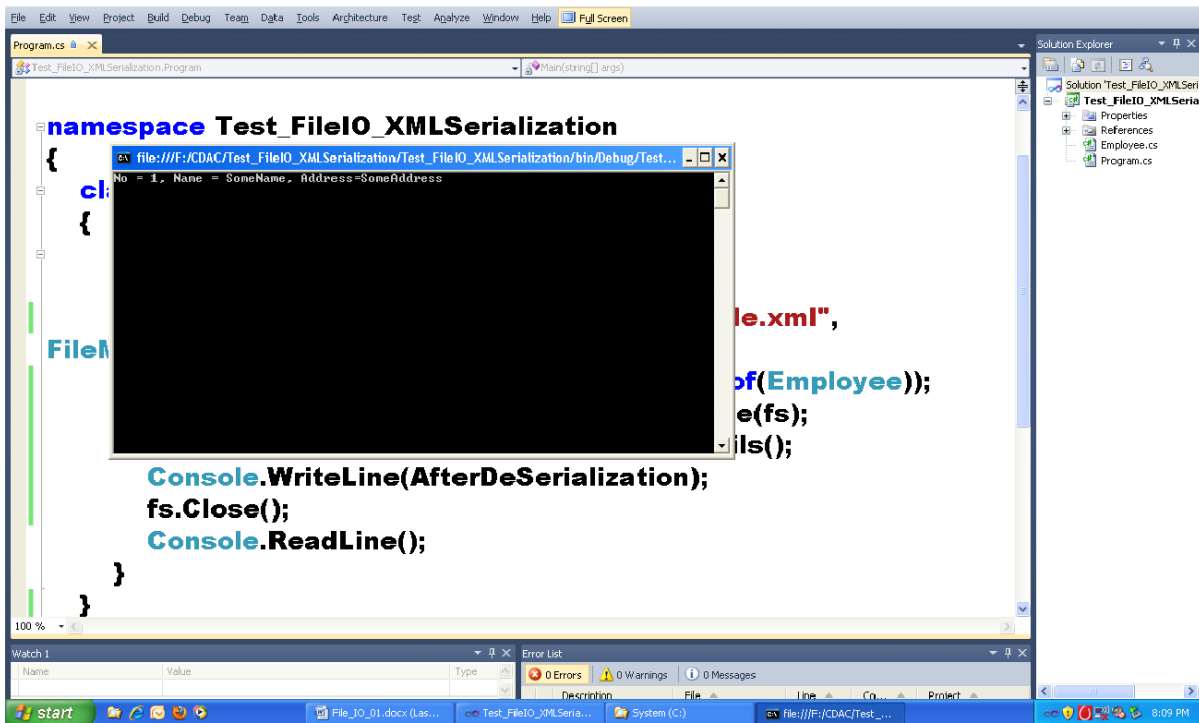
Ln 6 Col 1 Ch 1 INS

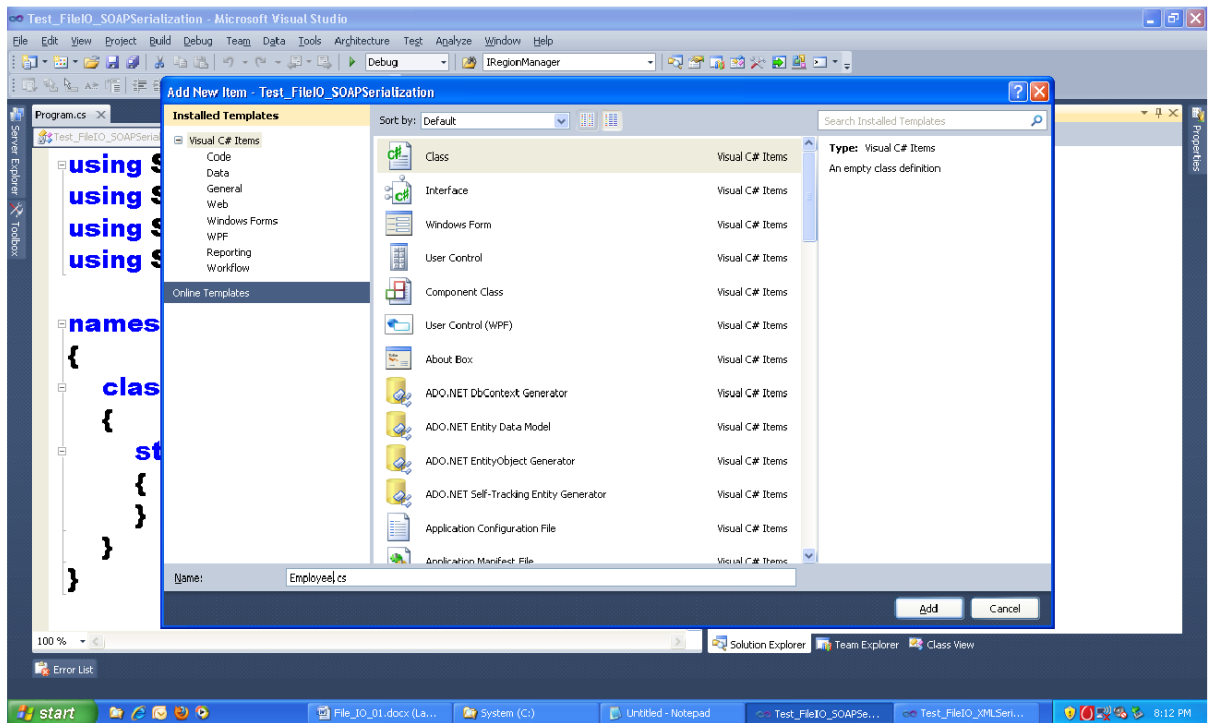
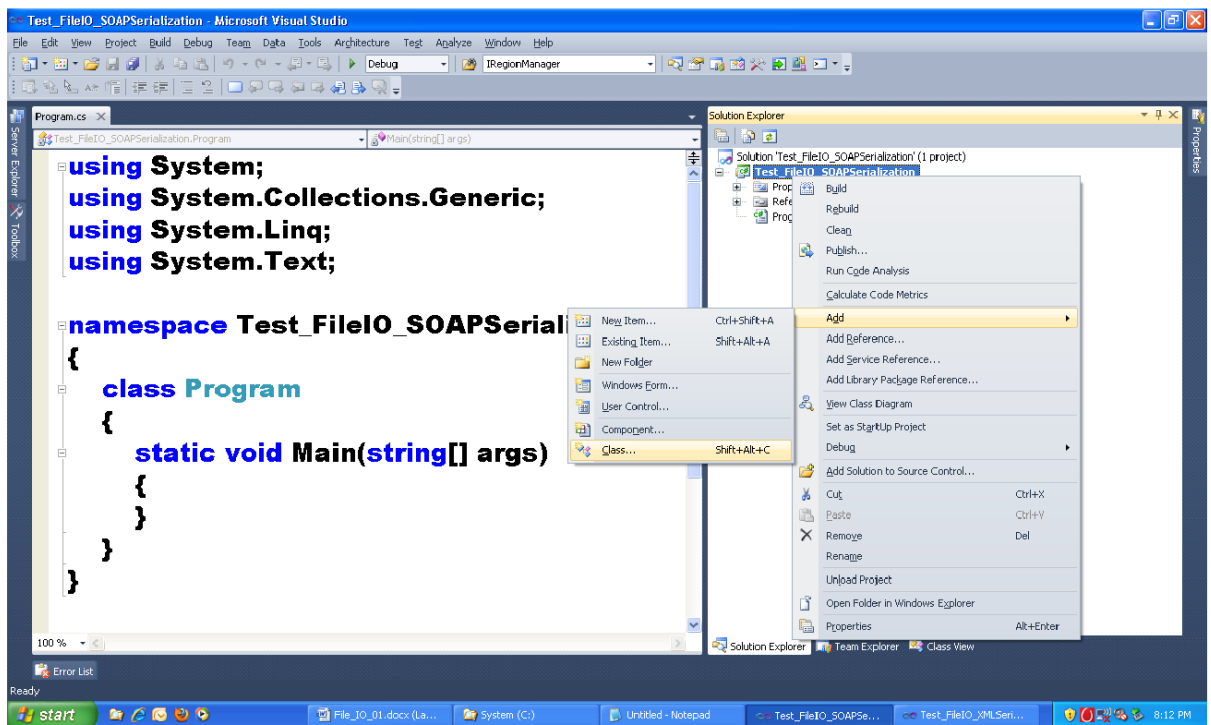


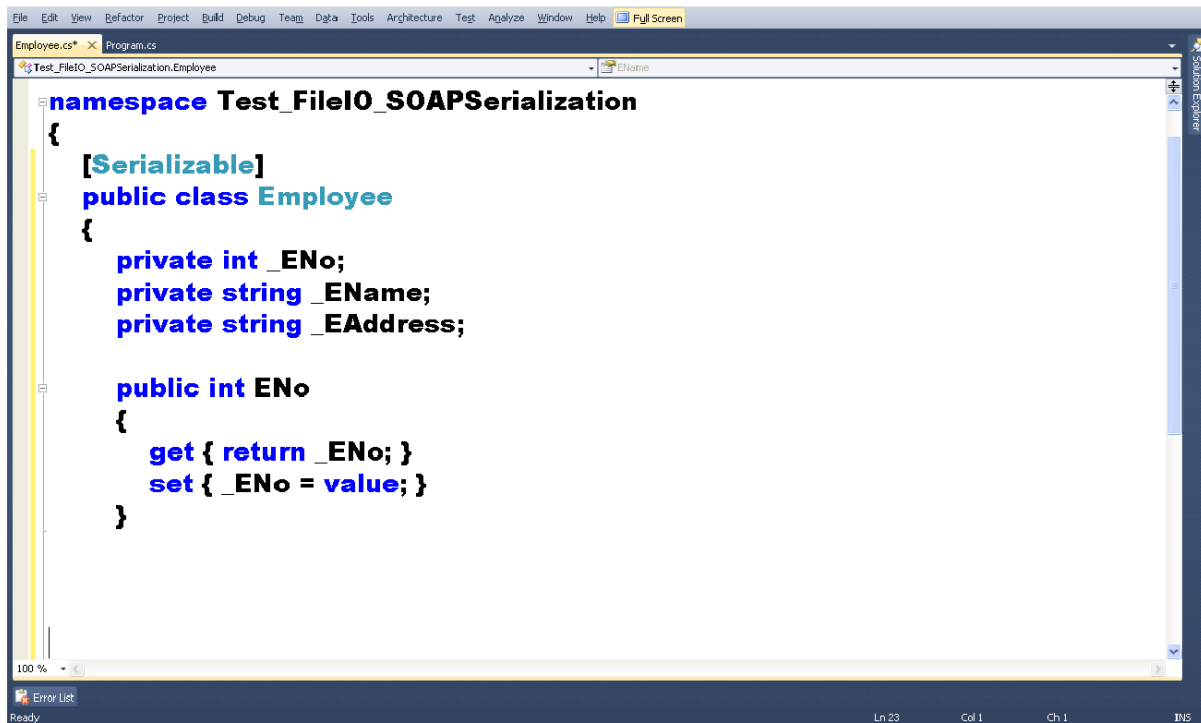
```
class Program
{
    static void Main(string[] args)
    {
        FileStream fs = new FileStream("c:\\XMLFile.xml",
        FileMode.OpenOrCreate, FileAccess.ReadWrite);
        XmlSerializer xs = new XmlSerializer(typeof(Employee));
        Employee emp = new Employee();
        emp.ENo = 1;
        emp.ENAME = "SomeName";
        emp.EAddress = "SomeAddress";
        xs.Serialize(fs, emp);
        fs.Close();
        Console.WriteLine("Object Successfully Serialized");
        Console.ReadLine();
    }
}
```









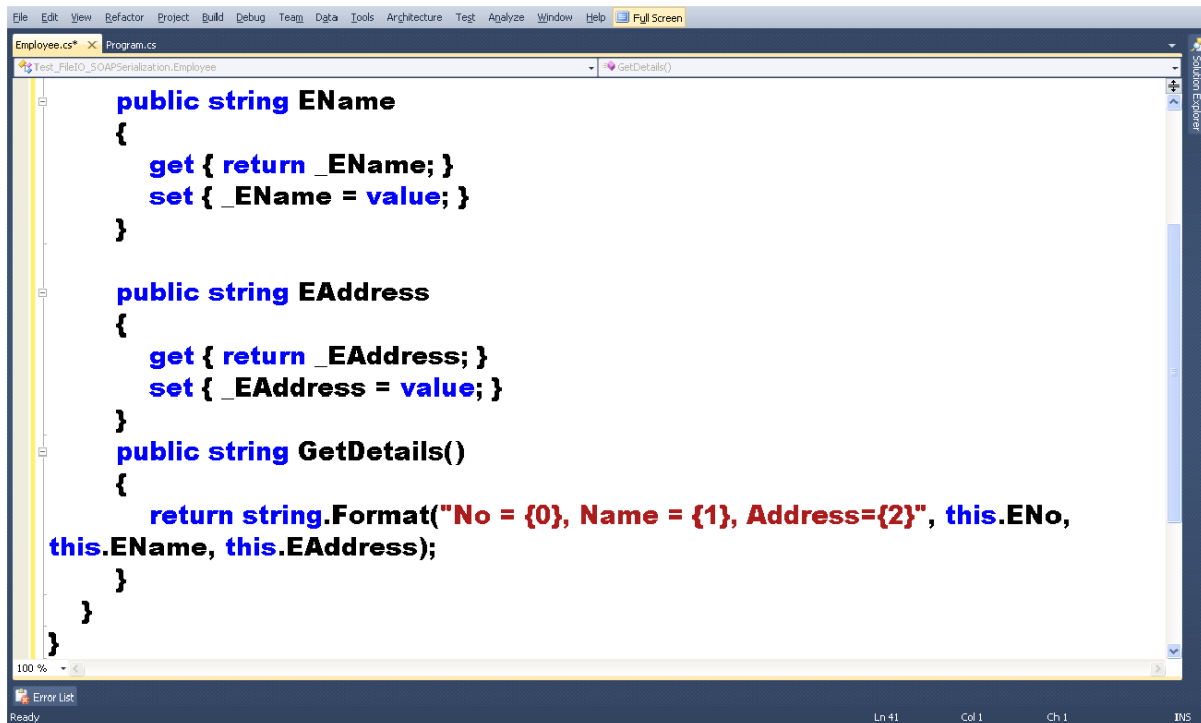


This screenshot shows the Visual Studio IDE with the file `Employee.cs` open. The code defines a namespace `Test_FileIO_SOAPSerialization` and a class `Employee` that implements the `ISerializable` interface. The class has three private fields: `_ENo` (int), `_EName` (string), and `_EAddress` (string). It also has a public property `ENo` with get and set methods. The status bar at the bottom indicates the current position is at line 23, column 1.

```
File Edit View Refactor Project Build Debug Team Data Tools Architecture Test Analyze Window Help Full Screen
Employee.cs* Program.cs
Test_FileIO_SOAPSerialization.Employee
namespace Test_FileIO_SOAPSerialization
{
    [Serializable]
    public class Employee
    {
        private int _ENo;
        private string _EName;
        private string _EAddress;

        public int ENo
        {
            get { return _ENo; }
            set { _ENo = value; }
        }
    }
}
```

100 % Error List Ready Ln 23 Col 1 Ch 1 INS



This screenshot shows the Visual Studio IDE with the file `Employee.cs` open, displaying the implementation of the `Employee` class. It includes the `EName` and `EAddress` properties, and the `GetDetails()` method. The `GetDetails()` method uses `string.Format` to create a formatted string with the employee's details. The status bar at the bottom indicates the current position is at line 41, column 1.

```
File Edit View Refactor Project Build Debug Team Data Tools Architecture Test Analyze Window Help Full Screen
Employee.cs* Program.cs
Test_FileIO_SOAPSerialization.Employee
public string EName
{
    get { return _EName; }
    set { _EName = value; }
}

public string EAddress
{
    get { return _EAddress; }
    set { _EAddress = value; }
}

public string GetDetails()
{
    return string.Format("No = {0}, Name = {1}, Address={2}", this.ENo,
        this.EName, this.EAddress);
}
}
```

100 % Error List Ready Ln 41 Col 1 Ch 1 INS

