Day 15 Assignment

By

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| 1.WACP To read data from file |
| Code : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System. Text;  using System.Threading.Tasks;    namespace \_15thdayproject3  {  internal class Program  {  static void Main(string [] args)  {  StreamReader sr = new StreamReader("c:\\yuvi\\yuvi1");  string data = sr.ReadLine();  while (data != null)  {  Console.WriteLine(data);  data = sr.ReadLine();    }  Console.WriteLine("fileread");  Console.ReadLine();  }  }  } |
| Output: |
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| 2.WACP to write data into file (and append data)using stream writter class |
| Code : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {          Stream Writer sr = new StreamWriter("C:\\yuvi\\yuvi1",true);  sr.WriteLine("sai");  sr.WriteLine("yuvi");  sr.Close();  Console.WriteLine("done");  Console.ReadLine();      }          }  }  } |

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| Output: |
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| 3.WACP to copy files from one folder to another folder using schedule this job to be executed at daily some time and put the screen short of task scheduler |
| Code : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15thdayproject2  {  internal class Program  {  static void Main(string[] args)  {  File.Copy("C:\\yuvi\\yuvi1", "C:\\pavan\\pavan1");  Console.WriteLine("done");  Console.ReadLine();  }  }  } |
| Output: |
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| 4.Research and write atleast 10 methods present in file class with example |
| * Create (string):creates or overwrites a file in the specified path |
| * Copy :Copy the data from one place to another place |
| * Move :it moves the entire data into one place to another place |
| * Delete :it delete the particular file |
| * WriteAllText : it writes the all text in particular area only |

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| * StraemReader: it reads the data from particular file |
| * Streamwriter : it writes the data line by line and append data using streamwriter |
| * Getcreation Time :gets the date and time the file was created |
| * Get Last Access Time : Get the date and time the specified file was last accessed |
| * Exists : Determine the wheather the file is exist or not |
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| Delete Method : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  File.Delete("C:\\delete\\file1.txt");  Console.WriteLine("delete");  Console.ReadLine();      }          }  }  } |

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| OutPut: |
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| Create Method: |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  File.Create("c:\\venkat\\yuvi.txt");  Console.WriteLine("create");  Console.ReadLine();      }          }  }  } |
| Output: |
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| Get creation time Method : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  Console.WriteLine(File.GetCreationTime("C:\\yuvi\\yuvi1"));  Console.WriteLine("time");  Console.ReadLine();      }          }  }  } |
| OutPut: |
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| Exists Method |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  Console.WriteLine(File.Exists("C:\\yuvi\\yuvi1"));  Console.WriteLine("file will appear or not");  Console.ReadLine();      }          }  }  } |
| OutPut: |

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| Get Last Access Time |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  Console.WriteLine(File.GetLastAccessTime("C:\\yuvi\\yuvi1"));  Console.WriteLine("file will appear or not");  Console.ReadLine();      }          }  }  } |
| OutPut: |
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| Write All Text |

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| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  File.WriteAllText("C:\\yuvi\\yuvi1","sai");  Console.WriteLine("write");  Console.ReadLine();      }          }  }  } |
| OutPut: |
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| StreamWriter |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15dayproject1  {  internal class Program  {  static void Main(string[] args)  {  {  StreamWriter sr = new StreamWriter("C:\\yuvi\\yuvi1", true);    sr.WriteLine("sai");    sr.WriteLine("yuvi");    sr.Close();    Console.WriteLine("done");    Console.ReadLine();        }          }  }  } |
| OutPut: |
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| Copy Method |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15thdayproject2  {  internal class Program  {  static void Main(string[] args)  {  File.Copy("C:\\yuvi\\yuvi1", "C:\\pavan\\pavan1");  Console.WriteLine("done");  Console.ReadLine();  }  }  } |
| Output: |
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| StreamReader Method |

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| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15thdayproject3  {  internal class Program  {  static void Main(string[] args)  {  StreamReader sr = new StreamReader("c:\\yuvi\\yuvi1");  string data = sr.ReadLine();  while (data != null)  {  Console.WriteLine(data);  data = sr.ReadLine();    }  Console.WriteLine("fileread");  Console.ReadLine();  }  }  } |
| Output: |
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| 5.Modify the quiz application to save the name and score in the flat file |
| Code : |
| using System;  using System.Collections.Generic;  using System.IO;  using System.Linq;  using System.Text;  using System.Threading.Tasks;    namespace \_15thdayproject4  {  internal class Program  {  static void Main(string[] args)  {  StreamWriter sr = new StreamWriter("C:\\quiz\\score and name.txt");  int score = 0, ans;  String name;  Console.WriteLine("enter your name");  name = Console.ReadLine();  Console.WriteLine("hi {0}, welcome to quiz by sudheer", name);  sr.WriteLine(name);  Console.WriteLine("Q1.what is the colour of apple:");  Console.WriteLine("1. yellow 2. green 3. red 4. blue");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 3)  score += 20;  Console.WriteLine("Q2.what is the colour of mango:");  Console.WriteLine("1. yellow 2. green 3. red 4. blue");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 1)  score += 20;  Console.WriteLine("Q3.what is the colour of Grapes:");  Console.WriteLine("1. yellow 2. green 3. red 4. both white and black");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  Console.WriteLine("Q4.what is the colour of Bananna:");  Console.WriteLine("1. yellow 2. green 3. red 4. blue");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 1)  score += 20;  Console.WriteLine("Q5.what is the colour of orange:");  Console.WriteLine("1. yellow 2. orange 3. red 4. blue");  Console.WriteLine("enter your choice");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 2)  score += 20;  sr.WriteLine(score);  sr.Close();  Console.WriteLine("Admin can contact with you");  Console.ReadLine();      }  }  } |
| Output: |
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