Advance 1

Randomize()

Dim currentfilewriter As StreamWriter

Dim filename As String

Dim textstring As Double

Dim count As Integer

Dim filename1 As String

Dim directory As String

Console.WriteLine("Set name of the file")

filename1 = Console.ReadLine()

filename1 = filename1 & ".txt"

Console.WriteLine("Please enter where you want to save")

directory = Console.ReadLine()

filename = directory & "\" & filename1

Console.WriteLine("The file is saved at " & directory & "\" & filename1)

currentfilewriter = New StreamWriter(directory & "\" & filename1)

Console.WriteLine("the file has been created")

Console.WriteLine("file created on " & Now())

currentfilewriter.WriteLine("file created on " & Now())

For count = 1 To 10

textstring = Int((Rnd() \* 1000))

Console.WriteLine("random number " & count & " is " & textstring)

currentfilewriter.WriteLine("random number " & count & " is " & textstring)

Next

currentfilewriter.Close()

Console.WriteLine("file saved")

Console.ReadKey()

Advance 2

Randomize()

Dim currentfilewriter As StreamWriter

Dim filename As String

Dim filename1 As String

Dim directory As String

Dim content As String

Console.WriteLine("Set name of the file")

filename1 = Console.ReadLine()

filename1 = filename1 & ".doc"

Console.WriteLine("Please enter where you want to save")

directory = Console.ReadLine()

filename = directory & "\" & filename1

Console.WriteLine("The file is saved at " & directory & "\" & filename1)

currentfilewriter = New StreamWriter(directory & "\" & filename1)

Console.WriteLine("the file has been created")

Console.WriteLine("file created on " & Now())

currentfilewriter.WriteLine("file created on " & Now())

Console.WriteLine("Please enter what you want to include in the file")

content = Console.ReadLine()

currentfilewriter.WriteLine(content)

Do Until content = "stop"

Console.WriteLine("Procede with whatever you want to include in the program until You enter Stop")

content = Console.ReadLine()

currentfilewriter.WriteLine(content)

Loop

currentfilewriter.Close()

Console.WriteLine("file saved")

Console.ReadKey()

This program also does take input from the user and put it into text.

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Dim lol As StreamReader

Dim textstring As String

Dim directory As String

Dim YorN As String

Dim lolo As StreamWriter

Dim b As String

Dim f As String

Console.WriteLine("please enter the Destination of your file")

directory = Console.ReadLine()

textstring = ""

If File.Exists(directory) Then

lol = New StreamReader(directory)

textstring = lol.ReadToEnd()

lol.Close()

Console.WriteLine(textstring)

Console.WriteLine("Do you want to add more to the file?

if YES then press Y If No then press N. Make sure its not capital")

YorN = Console.ReadLine()

If YorN = "y" Then

lolo = New StreamWriter(directory)

Console.WriteLine("Enter Text")

b = Console.ReadLine()

lolo.WriteLine(b)

Do Until b = "stop"

lolo.WriteLine(b)

Console.WriteLine("Enter Next line")

b = Console.ReadLine()

Loop

lolo.Close()

Console.Clear()

lol = New StreamReader(directory)

f = lol.ReadToEnd()

Console.WriteLine("<>File Read<><Below is the display of how the text file looks>")

Console.WriteLine()

Console.WriteLine(f)

Else

End If

Else Console.WriteLine("<The file does not exist>")

End If

Console.WriteLine("<<<<<<<<<<<<<<<<Made By Blindge.co>>>>>>>>>>>>>>>>>")

Console.ReadKey()

This program reads a file and then asks if we want to edit it and then if we are affirmative we can edit it but now append it I will make the one in which we can append.