

```

//Window 1

using System;

using System.IO;

using System.Windows;

using System.Windows.Controls;

namespace HexEditor
{
    public partial class MainWindow : Window
    {
        // static public String FileName;

        public MainWindow()
        {
            InitializeComponent();

        }

        private void Listener(object sender, RoutedEventArgs e)
        {

            String FileName = TextBox.Text;

            if (FileName.Equals(""))
            {
                MessageBox.Show("Please Enter EXE Name To Explore !");

                return;
            }
        }
    }
}

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    }

    else if (!(File.Exists(fileName)))
    {
        MessageBox.Show("File Is Not Present In Current Directory !");

        return;
    }

    Window2 obj = new Window2(fileName);

    obj.Show();

    this.Close();
}

}

}

////////////////////////////////////

Window 2

using System;
using System.IO;
using System.Text;
using System.Windows;
using System.Windows.Controls;

namespace HexEditor
{

```

```

public partial class Window2 : Window
{
    public String FileName;

    String HexString;

    String AsciiString;

    public Window2()
    {
        InitializeComponent();
    }

    public Window2(String FileName) : this()
    {
        this.FileName = FileName;

        Loadfile();
    }

    public void Loadfile()
    {

        FileName = Path.GetFullPath(FileName);

        byte[] buffer = File.ReadAllBytes(@"\" + FileName);

        AsciiString = Encoding.ASCII.GetString(buffer);

        String[] hex = BitConverter.ToString(buffer).Split('-');
    }
}

```

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        foreach (String s in hex)
        {
            HexString += s;

            HexString += " ";
        }

        HexText.Text = HexString;

        AsciiText.Text = AsciiString;

    }

    private void Listener(object sender, RoutedEventArgs e)
    {
        Button btn = (Button)sender;

        int index = 0;

        switch (btn.Uid)
        {
            case "FindString":
                if ((index =
AsciiString.ToLower().IndexOf(StringFind.Text.ToLower())) == -1)
                {
                    Status1.Content = "Status : String Not Found";
                }
                else

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        {
            Status1.Content = "The Position Of Element " +
StringFind.Text + " is " + index;
        }

        break;

        case "FindHex":

            if ((index =
HexString.ToLower().IndexOf(HexFind.Text.ToLower())) == -1)
            {
                Status2.Content = "Status : String Not Found";
            }
            else
            {
                Status2.Content = "The Position Of Element " + HexFind.Text
+ " is " + index;
            }
            break;
        }

    }

}

}

```