```
using System;
using System.Diagnostics;
using System.IO;
using System.ServiceProcess;
using System.Timers;
//C:\Windows\Microsoft.NET\Framework\v4.0.30319>InstallUtil.exe "C:\Users\Harshal
\Desktop\Demo Service\Demo Service\bin\Debug\Demo Service.exe"
namespace Demo_Service
{
   public partial class Service1 : ServiceBase
   {
       Timer timer;
       ProcessInformation pobj;
       public Service1()
       {
           timer = new Timer();
           pobj = new ProcessInformation();
           InitializeComponent();
       }
       protected override void OnStart(string[] args)
       {
           timer.Interval = 5000; // 3600000; // 1000 * 60 * 60;
```

```
timer.Enabled = true;
   timer.Elapsed += new ElapsedEventHandler(OnElapsedTime);
}
private void OnElapsedTime(object sender, ElapsedEventArgs e)
{
   string str = null;
   str = pobj.ProcessInfo();
   pobj.CreateLogFile(str);
}
protected override void OnStop()
{
   if (timer != null)
   {
        timer = null;
   }
   if (pobj != null)
   {
        pobj = null;
   }
```

```
}
    }
}
using System;
using System.Diagnostics;
using System.IO;
namespace Demo_Service
{
    public class ProcessInformation
    {
        public ProcessInformation()
        {
        }
        public String ProcessInfo()
        {
            String ProcessInfo = null;
            Process[] processlist = Process.GetProcesses();
```

```
foreach (Process p in processlist)
                ProcessInfo += "Process: " + p.ProcessName + " ID: " + p.Id + "
Threads: " + p.Threads;
                ProcessInfo += "\n\n";
           }
           return ProcessInfo;
       }
       public void CreateLogFile(string str)
       {
           string path = AppDomain.CurrentDomain.BaseDirectory + @"\Logs";
            string date = @"\ProcessLog_" +
DateTime.Now.ToShortDateString().Replace('-', '_') + ".txt";
           if (!Directory.Exists(path))
           {
                Directory.CreateDirectory(path);
           }
            string filepath = path + date;
           if (!File.Exists(filepath))
           {
                using (StreamWriter sw = File.CreateText(filepath))
                {
                   sw.WriteLine(str);
```

```
}
}
else
{
    using (StreamWriter sw = File.AppendText(filepath))
    {
        sw.WriteLine(str);
    }
}
```