

Homework: Streams and Files

This document defines the homework assignments from the ["Advanced C#" Course @ Software University](#). Please submit as homework a single **zip / rar / 7z** archive holding the solutions (source code) of all below described problems. The solutions should be written in C#.

Problem 1. Odd Lines

Write a program that reads a text file and prints on the console its odd lines. Line numbers starts from 0. Use **StreamReader**.

Problem 2. Line Numbers

Write a program that reads a text file and inserts line numbers in front of each of its lines. The result should be written to another text file. Use **StreamReader** in combination with **StreamWriter**.

Problem 3. Word Count

Write a program that reads a list of words from the file **words.txt** and finds how many times each of the words is contained in another file **text.txt**. Matching should be **case-insensitive**.

Write the results in file **results.txt**. Sort the words by frequency in descending order. Use **StreamReader** in combination with **StreamWriter**.

words.txt	text.txt	result.txt
quick is fault	-I was quick to judge him, but it wasn't his fault. -Is this some kind of joke?! Is it? -Quick, hide here...It is safer.	is - 3 quick - 2 fault - 1

Problem 4. Copy Binary File







Write a program that copies the contents of a binary file (e.g. image, video, etc.) to another using **FileStream**. You are **not allowed** to use the **File** class or similar helper classes.

Problem 5. Slicing File







Write a program that takes any file and slices it to **n** parts. Write the following methods:

- **Slice(string sourceFile, string destinationDirectory, int parts)** - slices the given source file into **n** parts and saves them in **destinationDirectory**.

Source File	Destination Directory
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parts = 5  SOLID-Logger.avi 00:32:06 678 MB	 Part-0.avi 135 MB  Part-2.avi 135 MB  Part-4.avi 135 MB	 Part-1.avi 135 MB  Part-3.avi 135 MB
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- **Assemble(List<string> files, string destinationDirectory)** - combines all files into one, in the order they are passed, and saves the result in **destinationDirectory**.








Source Files		Destination Directory
 Part-0.avi 135 MB  Part-2.avi 135 MB  Part-4.avi 135 MB	 Part-1.avi 135 MB  Part-3.avi 135 MB	 assembled.avi 00:32:06 678 MB

Use **FileStreams**. You are **not allowed** to use the **File** class or similar helper classes.

Problem 6. Zipping Sliced Files

Modify your previous program to also **compress** the bytes while slicing parts and **decompress** them when assembling them back to the original file. Use **GzipStream**.

Tip: When getting files from directory, make sure you only get files with **.gz** extension (there might be hidden files).

Source File	Compressed & Sliced		Decompressed & Assembled
parts = 5  SOLID-Logger.avi 00:32:06 678 MB	 Part-0.gz GZ File 115 MB  Part-2.gz GZ File 113 MB  Part-4.gz GZ File 111 MB	 Part-1.gz GZ File 112 MB  Part-3.gz GZ File 114 MB	 assembled.avi 00:32:06 678 MB

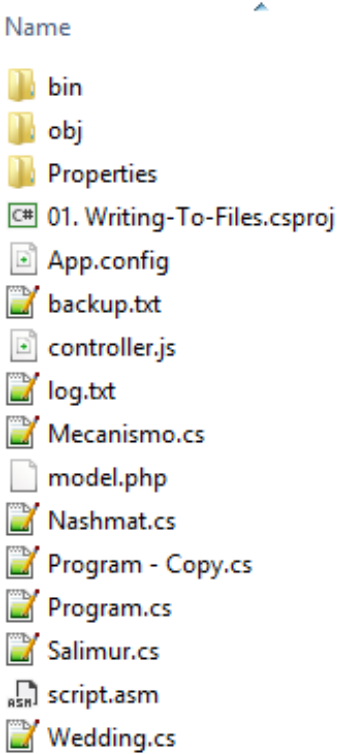
Problem 7. Directory Traversal

Traverse a given directory for all files with the given extension. Search through the first level of the directory only and write information about each found file in **report.txt**.

The files should be **grouped** by their **extension**. Extensions should be ordered by the **count of their files** (from most to least). If two extensions have equal number of files, order them by **name**.

Files under an extension should be ordered by their **size**.

report.txt should be saved on the **Desktop**. Ensure the desktop path is always valid, regardless of the user.

Input	Directory View	report.txt
../..	 <p> Name bin obj Properties 01. Writing-To-Files.csproj App.config backup.txt controller.js log.txt Mecanismo.cs model.php Nashmat.cs Program - Copy.cs Program.cs Salimur.cs script.asm Wedding.cs </p>	<pre> .cs --Mecanismo.cs - 0.994kb --Program.cs - 1.108kb --Nashmat.cs - 3.967kb --Wedding.cs - 23.787kb --Program - Copy.cs - 35.679kb --Salimur.cs - 588.657kb .txt --backup.txt - 0.028kb --log.txt - 6.72kb .asm --script.asm - 0.028kb .config --App.config - 0.187kb .csproj --01. Writing-To-Files.csproj - 2.57kb .js --controller.js - 1635.143kb .php --model.php - 0kb </pre>

Problem 8. * Full Directory Traversal

Modify your previous program to **recursively traverse** the **sub-directories** of the starting directory as well.

Problems for Champions

Problem 9. * Disk

This problem is from the C# Basics Exam (28 April 2014). You can test your solution [here](#).

In geometry, a **disk** is the region in a plane bounded by a circle (it also **includes** the circle itself). Your task is to **print a disk on the console** by a given **radius R** in a square **field of size N x N** (see the examples below).

Input

The input data should be read from the console.

- On the first line of the input you will be given the size of the field **N**. On the second line of the input you will be given the radius of the disk **R**.
- The disk's center **is the center point** of the field (it will always exist, because N is odd).

After you run out of ammo (when you receive the string "**End**" from the console) the canvas will be some combination of 1s and 0s. Each row of the canvas represents a binary integer number. Your task is to find the **sum of the 10 numbers** and print it to the console. An example where a single shot with parameters "4 5 2" was fired is shown below. The impact cell is shaded black, the splashed cells in the impact area are shaded grey.

Input

The input data is read from the console.

- It consists of a **random number of lines**. The input **ends with the string "End"**.
- Each line will hold **three numbers** – the **row and column** of the cell where the ball lands and the **radius of the ball**, all separated from each other by a single space.

The input data will always be valid and in the format described. There is no need to check it explicitly.

Output

The output data must be printed on the console.

- On the only output line you must print the **sum of the 10 rows of the canvas in decimal format**.

Constraints

- The **number of shots** will be in the range [1...25].
- The **rows** and **columns** are integer numbers in the range [0...9].
- The **radius of the ball** will be an integer between 0 (single cell) and 10 (large splash area damage).
- Time limit: 0.25 seconds. Allowed memory: 16 MB.

Examples

	9	8	7	6	5	4	3	2	1	0	Number
0	1	1	1	1	1	1	1	1	1	1	1023
1	1	1	1	1	1	1	1	1	1	1	1023
2	1	1	0	0	0	0	0	1	1	1	775
3	1	1	0	0	0	0	0	1	1	1	775
4	1	1	0	0	0	0	0	1	1	1	775
5	1	1	0	0	0	0	0	1	1	1	775
6	1	1	0	0	0	0	0	1	1	1	775
7	1	1	1	1	1	1	1	1	1	1	1023
8	1	1	1	1	1	1	1	1	1	1	1023
9	1	1	1	1	1	1	1	1	1	1	1023
sum =											8990

Input	Output
4 5 2	8990
End	

Input	Output
1 2 5	5118
3 3 1	
0 6 4	
0 0 0	
8 9 2	
1 7 2	
End	

Problem 11.* Couples Frequency

This problem is from the Java Basics Exam (26 May 2014). You can test your solution [here](#).

Write a program that reads a sequence of **n integers** and calculates and prints the **frequencies of all couples** of two consecutive numbers. For example, for the input sequence { **3 4 2 3 4 2 1 12 2 3 4** }, we have 10 couples (6 distinct), shown on the right with their occurrence counts and frequencies (in percentage).

Input

The input data should be read from the console. At the first line, we have the **input sequence of integers**, separated by a space.

The input data will always be valid and in the format described. There is no need to check it explicitly.

Output

Print all **distinct couples** of two consecutive numbers (without duplicates) found in the input sequence (from left to right) along with their **frequency of appearance** in the input sequence (in **percentages**, with two decimal digits, with traditional rounding). Use the format: "**couple -> percentage**" (see the examples below). Beware of **formatting**!

Couple	Occurrences	Percentage
3 4	3 times	30.00%
4 2	2 times	20.00%
2 3	2 times	20.00%
2 1	1 times	10.00%
1 12	1 times	10.00%
12 2	1 times	10.00%

Constraints

- All input numbers will be integers in the range [-100 000 ... 100 000].
- The **count** of the numbers will be in the range [2..1000].
- Time limit: 0.5 sec. Memory limit: 16 MB.

Examples

Input
3 4 2 3 4 2 1 12 2 3 4
Output
3 4 -> 30.00%
4 2 -> 20.00%
2 3 -> 20.00%
2 1 -> 10.00%
1 12 -> 10.00%

Input
5 10 5 10 10 5 5 10 5 10 10 5
Output
5 10 -> 36.36%
10 5 -> 36.36%
10 10 -> 18.18%
5 5 -> 9.09%

Input
10 20 10 10 10
Output
10 20 -> 25.00%
20 10 -> 25.00%
10 10 -> 50.00%

Problem 12.* Labyrinth Dash

This problem is from the Java Basics (11 May 2015). You can test your solution [here](#).

Enough hard problems. Let's play a game! You will be given the layout of a labyrinth (a two-dimensional array) and a series of moves. Your task is to navigate the labyrinth and **print the outcome of each move**.

On the first line of input you will be given the **number N representing the count of rows** of the labyrinth. On each of the next N lines you will receive a **string containing the layout of the given row**. On the last line of input you will receive a **string containing the moves** you need to make. Each move will be one of the following symbols: **"v" (move down)**, **"^" (move up)**, **"<" (move left)** or **">" (move right)**. The string will not contain any other characters.

The **player starts with 3 lives and begins the journey at position (0, 0)**. When you make a move, there can be several different outcomes: **1) Hit a wall** – a wall is represented by the symbols **"_" (underscore)** and **"|" (pipe)**. Hitting a wall means the player stays in place; in this case you should print on the console **"Bumped a wall."** **2) Land on an obstacle** – obstacles are the following symbols: **"@"**, **"#"**, **"*"**. If you move to a position containing one of these symbols the player loses a life point and you should print **"Ouch! That hurt! Lives left: X"** on the console. If the player is left with 0 lives, the game ends and you should print **"No lives left! Game Over!"** **3) Get a new life** – when you land on the symbol **"\$"** the player receives an additional life point. Print **"Awesome! Lives left: X"** on the console. Additional lives ('\$') are removed once the player passes through the cell (i.e. they are replaced with dots). **4) Drop out of the labyrinth** – if you land on an empty cell (one containing a space), or outside the boundaries of the array, the game ends and you should print **"Fell off a cliff! Game Over!"** **5) Land on the symbol "." (dot)** – move the player to the new position, nothing else happens; print on the console **"Made a move!"**

When the game ends (either the player has lost or all moves were made), print **"Total moves made: X"**.

Input

- The input data should be read from the console.
- On the first line of input you will receive the number N – number of rows of the labyrinth.
- On the next N lines you will receive the layout of the labyrinth.
- On the last line you will receive the moves you need to make as a string.
- The input data will always be valid and in the format described. There is no need to check it explicitly.

Output

- The output should be printed on the console.
- For each outcome print the required output as described above.

Constraints

- The number N will be an integer in the range [1 ... 15].
- The labyrinth will contain only the symbols – **"_"**, **"|"**, **"@"**, **"#"**, **"*"**, **"\$"**, **" "** (single space), **"."**.
- The string containing the moves will be comprised of the following symbols only – **"v"**, **"^"**, **"<"**, and **">"**.
- Allowed working time for your program: 0.5 seconds. Allowed memory: 16 MB.

Examples

Input	Output	Comments
5 . .. *.\$. ###... _____	Bumped a wall. Made a move! Made a move! Bumped a wall. Made a move! Ouch! That hurt! Lives left: 2 Ouch! That hurt! Lives left: 1	Player starts at (0, 0). First move is ">" (right), which takes the player into a wall. Next, he moves down and right. The next move is right again and he hits another wall. He then moves down twice, on the second move he lands on an obstacle ("#") and loses a life point. He then moves right and loses another life. Two moves to

>v>>vv>>>^^^<<	Made a move! Made a move! Fell off a cliff! Game Over! Total moves made: 8	the right are followed by a move upwards which takes him out of the labyrinth (empty cell), so the game is over. The total number of moves where the player actually changed position is 7.
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