

LinksPlatform's Platform.IO Class Library

1.1 ./ConsoleCancellation.cs

```
1 using System;
2 using System.Threading;
3 using Platform.Disposables;
4 using Platform.Threading;
5
6 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
7
8 namespace Platform.IO
9 {
10     public class ConsoleCancellation : DisposableBase
11     {
12         public CancellationTokenSource Source { get; }
13
14         public CancellationToken Token { get; }
15
16         public bool IsRequested => Source.IsCancellationRequested;
17
18         public bool NotRequested => !Source.IsCancellationRequested;
19
20         public ConsoleCancellation()
21         {
22             Source = new CancellationTokenSource();
23             Token = Source.Token;
24             Console.CancelKeyPress += OnCancelKeyPress;
25         }
26
27         public void ForceCancellation() => Source.Cancel();
28
29         public void Wait()
30         {
31             while (NotRequested)
32             {
33                 ThreadHelpers.Sleep();
34             }
35         }
36
37         protected override void Dispose(bool manual, bool wasDisposed)
38         {
39             if (!wasDisposed)
40             {
41                 Console.CancelKeyPress -= OnCancelKeyPress;
42                 Source.DisposeIfPossible();
43             }
44         }
45
46         private void OnCancelKeyPress(object sender, ConsoleCancelEventArgs e)
47         {
48             e.Cancel = true;
49             if (NotRequested)
50             {
51                 Source.Cancel();
52             }
53         }
54     }
55 }
```

1.2 ./ConsoleHelpers.cs

```
1 using System;
2 using System.Diagnostics;
3 using Platform.Collections;
4
5 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
6
7 namespace Platform.IO
8 {
9     public static class ConsoleHelpers
10     {
11         public static void PressAnyKeyToContinue()
12         {
13             Console.WriteLine("Press any key to continue.");
14             Console.ReadKey();
15         }
16
17         public static string GetOrReadArgument(int index, params string[] args) =>
18             ↪ GetOrReadArgument(index, $"{index + 1} argument", args);
19
20         public static string GetOrReadArgument(int index, string readMessage, params string[]
21             ↪ args)
22         {
23             if (index < 0 || index >= args.Length)
24             {
25                 throw new ArgumentOutOfRangeException(index, readMessage, "Invalid argument index");
26             }
27             return args[index];
28         }
29     }
30 }
```

```

20 {
21     string result;
22     if (args != null && args.Length > index)
23     {
24         result = args[index];
25     }
26     else
27     {
28         Console.Write($"{readMessage}: ");
29         result = Console.ReadLine();
30     }
31     result = (result ?? "").Trim().TrimSingle(' ').Trim();
32     return result;
33 }
34
35 [Conditional("DEBUG")]
36 public static void Debug(string format, params object[] args) =>
    ↪ Console.WriteLine(format, args);
37 }
38 }

```

1.3 ./FileHelpers.cs

```

1 using System;
2 using System.IO;
3 using Platform.Unsafe;
4
5 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
6
7 namespace Platform.IO
8 {
9     public static class FileHelpers
10     {
11         public static char[] ReadAllChars(string path) => File.ReadAllText(path).ToCharArray();
12
13         public static T[] ReadAll<T>(string path)
14             where T : struct
15         {
16             using (var reader = File.OpenRead(path))
17             {
18                 return reader.ReadAll<T>();
19             }
20         }
21
22         public static T ReadFirstOrDefault<T>(string path)
23             where T : struct
24         {
25             using (var fileStream = GetValidFileStreamOrDefault<T>(path))
26             {
27                 return fileStream?.ReadOrDefault<T>() ?? default;
28             }
29         }
30
31         private static FileStream GetValidFileStreamOrDefault<TStruct>(string path) where
            ↪ TStruct : struct => GetValidFileStreamOrDefault(path, Structure<TStruct>.Size);
32
33         private static FileStream GetValidFileStreamOrDefault(string path, int elementSize)
34         {
35             if (!File.Exists(path))
36             {
37                 return null;
38             }
39             var fileSize = GetSize(path);
40             if (fileSize % elementSize != 0)
41             {
42                 throw new InvalidOperationException($"{File is not aligned to elements with size
                    ↪ {elementSize}.");
43             }
44             return fileSize > 0 ? File.OpenRead(path) : null;
45         }
46
47         public static T ReadLastOrDefault<T>(string path)
48             where T : struct
49         {
50             var elementSize = Structure<T>.Size;
51             using (var reader = GetValidFileStreamOrDefault(path, elementSize))
52             {
53                 if (reader == null)
54                 {
55                     return default;
56                 }
57             }
58         }
59     }
60 }

```

```

56     }
57     var totalElements = reader.Length / elementSize;
58     reader.Position = (totalElements - 1) * elementSize; // Set to last element
59     return reader.ReadOrDefault<T>();
60 }
61 }
62
63 public static void WriteFirst<T>(string path, T value)
64     where T : struct
65 {
66     using (var writer = File.OpenWrite(path))
67     {
68         writer.Position = 0;
69         writer.Write(value);
70     }
71 }
72
73 public static FileStream Append(string path) => File.Open(path, FileMode.Append,
74     ↪ FileAccess.Write);
75
76 public static long GetSize(string path) => File.Exists(path) ? new FileInfo(path).Length
77     ↪ : 0;
78
79 public static void SetSize(string path, long size)
80 {
81     using (var fileStream = File.Open(path, FileMode.OpenOrCreate))
82     {
83         if (fileStream.Length != size)
84         {
85             fileStream.SetLength(size);
86         }
87     }
88 }

```

1.4 ./StreamExtensions.cs

```

1  using System.IO;
2  using Platform.Unsafe;
3
4  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
5
6  namespace Platform.IO
7  {
8      public static class StreamExtensions
9      {
10         public static void Write<T>(this Stream stream, T value)
11             where T : struct
12         {
13             var bytes = value.ToBytes();
14             stream.Write(bytes, 0, bytes.Length);
15         }
16
17         public static T ReadOrDefault<T>(this Stream stream)
18             where T : struct
19         {
20             var size = Structure<T>.Size;
21             var buffer = new byte[size];
22             return stream.Read(buffer, 0, size) == size ? buffer.ToStructure<T>() : default;
23         }
24
25         public static T[] ReadAll<T>(this Stream stream)
26             where T : struct
27         {
28             var size = Structure<T>.Size;
29             var buffer = new byte[size];
30             var elementsLength = stream.Length / size;
31             var elements = new T[elementsLength];
32             for (var i = 0; i < elementsLength; i++)
33             {
34                 stream.Read(buffer, 0, size);
35                 elements[i] = buffer.ToStructure<T>();
36             }
37             return elements;
38         }
39     }
40 }

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