**Lesson01 Single Responsibility Principle**

**Notes: -**

**1-The whole point of Single responsibility principle is that each class has its own job only, so the Journal class its responsible for add or delete item for the array and the Persistence class is responsible for IO operation for load and save file**

**using System;**

**using System.Collections.Generic;**

**using System.IO;**

**using static System.Console;**

**namespace Demo{**

**public class Jouranl{**

**private readonly List<string> entries = new List<string>();**

**private static int count = 0;**

**public int AddEntry(string text){**

**entries.Add($"{++count} {text}");**

**return count;}**

**public void RemoveEntry(int index){entries.RemoveAt(index);}**

**public override string ToString(){return string.Join(Environment.NewLine, entries);}}**

**public class Persistence{**

**public void SaveToFile(Jouranl j, string fileName, bool overWrite = false){**

**if (overWrite || !File.Exists(fileName)){File.WriteAllText(fileName, j.ToString());}}}**

**class Program{**

**static void Main(string[] args){**

**var j = new Jouranl();**

**j.AddEntry("Testing");**

**j.AddEntry("Testing2");**

**WriteLine(j.ToString());**

**var p = new Persistence();**

**var fileName = @"D:\\testing.txt";**

**p.SaveToFile(j, fileName, true);**

**Console.ReadLine();}}}**