Programming 512 Practical 3

Random Access Files

- Take the screenshot of the user interface put it in the word doc, Copy the code paste it on word document, run the code for all possible scenarios to take screenshots and paste it to the word doc.
- Rename your document as name_icasNo_qualification eg
 Noble_Nzama_12354_Bsc1styear then convert it to PDF and submit it into this link
 https://www.dropbox.com/request/7taWvQ0Twky5PtNChYwE before Friday 00:00
 (28/08/2020)
- 1) Sometimes, a project will need to save the information that the user inputs so that it can be used again. The information is stored and will later be accessed from a(n) a) Program file b) Project file c) Data file d) User file 2) My.Computer.FileSystem.WriteAllText(FileName, StringToWrite, AppendBoolean) a) Creates a database file b) Creates a text file c) Is used to read data from a file d) Is used to add data to a database 3) The _____ method of My.Computer.FileSystem is used to read an entire file into a single string. a) WriteAllText b) ReadAllText c) ReadLine d) WriteLine
- 4) Which of the following steps does NOT occur when writing data to a data file?
 - a) A new StreamWriter object must be declared
 - b) The StreamWriter's WriteLine method will create a buffer in memory.
 - c) A new data file will always be created when a StreamWriter is declared.
 - d) The data to be written will be converted to string data.

5)	Setting the BooleanAppend argument to true in the StreamWriter constructor	
	a)	Will create a new data file
	b)	Is used to add data to the end of existing data files
	c)	Adds data to the beginning of an existing data file
	d)	Reads data previously stored on disk
6)	W	Then instantiating a StreamWriter object, the name of the file on the disk
	a)	Must be in uppercase characters
	b)	Appears immediately after the word as
	c)	Must be enclosed in quotes
	d)	All of the above
7)	If you intend to add data to the end of an existing data file, you should set the argument of the StreamWriter to True	
	a)	Boolean
	b)	Append
	c)	Output
	d)	BooleanAppend
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