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| Day 15 Assignment ByM.Pallavi |

Research and write atleast 10 methods present in File Class. Illustrate with code example.

The File class exposes many static methods for moving, copying, and deleting files. There are static methods that involve moving a file, copying and deleting a file.

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| Method Name | Description |
| Copy | This method is used to copy a file to the specified location |
| Create | This method is used to create a file in the specified path |
| Delete | This method is used to Delete a file. |
| Open | This method is used to return a filetream object at the specified path. |
| Move | Moves a specified file to a new location. we can specify a different name for the file in the new location. |
| Exists | Determines whether the specified file exists. |
| OpenRead | Opens an existing file for reading. |
| OpenWrite | Opens an existing file or creates a new file for writing. |

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| Illustrate with code example. |

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| Code:  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.IO;  namespace Day\_15\_Program1  {  internal class Program  {  static void Main(string[] args)  {  string filename = @"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\filepgm.txt";  StreamWriter sw = File.CreateText(filename);  sw.WriteLine(" the first File program C# code");  sw.WriteLine(" ");  sw.WriteLine("Writing Data by StringWriter Method.");  sw.Write("This string Write Method");  sw.Write("This is WriteLine Method");  sw.Close();    sw = File.AppendText(filename);// Appending Text in file  sw.WriteLine("This");  sw.WriteLine("is Extra");  sw.WriteLine("Text");  Console.WriteLine("\nFile is appended.");  sw.Close();  StreamReader sr = File.OpenText(filename);  string s;  Console.WriteLine("\n");  while ((s = sr.ReadLine()) != null)  Console.WriteLine(s);  sr.Close();  string fileNew = @"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\filepgm2.txt";  // Moving a File From One Path to Another Path  if (File.Exists(fileNew))  File.Delete(fileNew);  Console.WriteLine("\nAlready the File is Present, So Deleting the old file & Creating a New File.");  File.Move(filename, fileNew);  Console.WriteLine("\n Moved to New Path, Successfuly ");  File.Copy(fileNew, filename);  Console.WriteLine("\nFile Copying is Done Successfully, to old Path\n");  // Opening first File  File.OpenText(filename).Close();  Console.WriteLine("\nFile opened Successfully");  string appendText = "This is an Extra text ";  File.AppendAllText(filename, appendText, Encoding.UTF8);  Console.WriteLine("\nFile Appended with Extra Text , Successfully");  string readText = File.ReadAllText(filename);  Console.WriteLine("\n\n Reading All Text From the File\n");  Console.WriteLine(readText);  Console.ReadLine();  }  }  } |
| Output: |

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| Program 2: Write a c# program to write data into file (and append the data) using Stream writer class. |
| code:  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using System.IO;  namespace pgmToAppend  {  internal class Program  {  static void Main(string[] args)  {    StreamWriter sw = new StreamWriter(@"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\programToAppend.txt");  sw.WriteLine("Hi ");  sw.WriteLine("This is a File Operation using Sw with WriteLine Method");  sw.Close();  Console.WriteLine("Writing File Is done\n");  StreamWriter w = new StreamWriter(@"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\programToAppend.txt", true);  w.WriteLine("by using Stream Writer,");  w.WriteLine("using Append True");  w.Close();  Console.WriteLine(" Appending is done");  Console.ReadKey();  }  }  } |
| Output: |

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| 3. Write a c# code to copy files from one folder to other folder, Schedule this job to be executed at daily some time. put the screen shot of task scheduler. |
| Code:  sing System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using System.IO;  namespace pgmonTasksched  {  internal class Program  {  static void Main(string[] args)  {  string filePath = @"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\filepgm.txt";  string TaskSchedularPath = @"C:\Users\Administrator\OneDrive\Desktop\ConsoleApp4\filepgm2.txt";  if (File.Exists(TaskSchedularPath))  File.Delete(TaskSchedularPath);  File.Copy(filePath, TaskSchedularPath);  Console.WriteLine("File Copying is Done");    Console.ReadKey();  }    }  } |
| |  | | --- | | Program 4: Modify the quiz application to save the name and score in the flat file.  No need to display the score to end user | | Code:  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using System.IO;  namespace pgmonQuizApplication  {  internal class Program  {  static void Main(string[] args)  {  int score = 0, ans;  string name;  Console.WriteLine("enter your name");  name = Console.ReadLine();  Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");  Console.WriteLine("Hi {0},Welcome to quiz by pallavi", name);  Console.WriteLine("Q1.What is National game of USA");  Console.WriteLine("1.Hockey 2.Football 3.cricket 4.Baseball");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  Console.WriteLine("Q1.What is National game of Australia");  Console.WriteLine("1.Hockey 2.Football 3.cricket 4.Baseball");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 2)  score += 20;  Console.WriteLine("Q1.What is National game of England");  Console.WriteLine("1.Hockey 2.Football 3.cricket 4.Baseball");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 3)  score += 20;  Console.WriteLine("Q1.What is National game of Srilanka");  Console.WriteLine("1.Hockey 2.vollyball 3.cricket 4.Baseball");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 2)  score += 20;  Console.WriteLine("Q1.What is National game of china");  Console.WriteLine("1.Hockey 2.Football 3.cricket 4.Tabletennis");  ans = Convert.ToInt32(Console.ReadLine());  if (ans == 4)  score += 20;  if (score >= 60)  Console.WriteLine("congratulations {0},you got {1}% in quiz", name, score);  else  Console.WriteLine("sorry {0} you got only {1} % try again", name, score);  StreamWriter sw = new StreamWriter(@"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\pgmonQuizApplication\scores.txt", true);  sw.WriteLine(" Name : {0} \n\t Score : {1}\n", name, score);  sw.Close();    Console.WriteLine("\n\t Congratulations, You got {0} Scores", score);    Console.ReadLine();  }  }  } | | Output: | |

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| 5 .Research and write C# program to read data from file. |
| Code:  using System;  using System.Collections.Generic;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using System.IO;  namespace pgmtoReadfile  {  internal class Program  {  static void Main(string[] args)  {  StreamWriter w = new StreamWriter(@"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\pgmonQuizApplication\readtext.txt", true);  w.WriteLine("appending using streamwriter");  w.WriteLine("by using True to append ");  w.Close();  Console.WriteLine("\n Appending is done");  // Reading the File Content  StreamReader r = new StreamReader(@"D:\Day1 Assessment by Pallavi Mechineni\Day 15 project\pgmonQuizApplication\readtext.txt");  r.ReadToEnd();  r.Close();  Console.WriteLine("\n Reading is done.");  Console.ReadKey();  }  }  } |
| Output: |