

DAY15 ASSIGNMENT
BY
PAVAN KUMAR (11-02-2022)

PROJECT: 1

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.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Quiz Application
{
    internal class Program
    {
        /// <summary>
        /// DONE BY: PAVAN
        /// PURPOSE: QUIZ PROGRAM WITH CREATING A FILE:
        /// </summary>
        /// <param name="args"></param>
        static void Main(string[] args)
        {
            string fileName = "C:\\C#\\Project\\Day15 Assignment\\Score.txt";

            int score = 0, answer;
            string name;

            Console.Write("Enter your Name: ");
            name = Console.ReadLine();

            Console.WriteLine($"Hi {name} welcome to quiz by Pavan");
            Console.WriteLine("*****");

            Console.WriteLine("\nQ1. Which sport does Sachin Tendulkar plays. ");
            Console.WriteLine("1. Cricket 2. Football 3. Volleyball ");
            Console.Write("Enter your choice: ");
            answer = Convert.ToInt32(Console.ReadLine());
            if (answer == 1)
                score += 20;

            Console.WriteLine("\nQ2. Who is the CEO of Facebook: ");
```

```

Console.WriteLine("1. Bill Gates 2. Ambani 3. Mark Zuckerberg:");
Console.Write("Enter your choice: ");
answer = Convert.ToInt32(Console.ReadLine());
if (answer == 3)
    score += 20;

Console.WriteLine("\nQ3. Who wrote C#? ");
Console.WriteLine("1. Anders Hejlsberg 2. Anders James 3. Newton ");
Console.Write("Enter your choice: ");
answer = Convert.ToInt32(Console.ReadLine());
if (answer == 1)
    score += 20;

Console.WriteLine("\nQ4. Where is Charminar located: ");
Console.WriteLine("1. Vijayawada 2. Hyderabad 3. Delhi:");
Console.Write("Enter your choice: ");
answer = Convert.ToInt32(Console.ReadLine());
if (answer == 2)
    score += 20;

Console.WriteLine("\nQ5. Which team won IPL cup in 2021: ");
Console.WriteLine("1. MUMBAI 2. CSK 3. RCB");
Console.Write("Enter your choice: ");
answer = Convert.ToInt32(Console.ReadLine());
if (answer == 2)
    score += 20;
//Adding Score to File
if (File.Exists(fileName))
    File.Delete(fileName);
Console.WriteLine("\n*****File Deleted*****\n");

StreamWriter sw = File.CreateText(fileName);
sw.WriteLine(name);
sw.WriteLine(score);
sw.Close();
Console.WriteLine("*****Score Added*****");
Console.WriteLine($"{name}\nYour score has been recorded, {name} Admin will reach out you: ");

Console.ReadLine();
    }
}
}

```

OUTPUT:

```
Ca\ C:\WINDOWS\system32\cmd.exe
Enter your choice: 1

Q2. Who is the CEO of Facebook:
1.Bill Gates 2.Ambani 3.Mark Zuckerberg:
Enter your choice: 3

Q3. Who wrote C# ?
1.Anders Hejlsberg 2.Anders James 3.Newton
Enter your choice: 1

Q4. Where is Charminar located: 1.Vijayawada 2.Hyderabad 3.Delhi:
Enter your choice: 2

Q5. Which team won IPL cup in 2021:
1.MUMBAI 2.CSK 3.RCB
Enter your choice: 2

****File Deleted****

****Score Added****

Your score has been recorded, Vikram Admin will reach out you:
_
```

PROJECT: 2

WACP to write data into file (and append the data) using Stream writer class.

CODE:

```
using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Day15project6
{
    internal class Program
    {
        /// <summary>
        /// DONE BY: PAVAN
        /// </summary>
        /// <param name="args"></param>
        static void Main(string[] args)

        {
            // We are Creating a File using StreamWriter Class. It will over Ride Each time we run the
            code
```

```

StreamWriter sw = new StreamWriter(@"C:\C#\hello.txt");
sw.WriteLine("Hi this is Manoj");
sw.WriteLine("This is a File Operation using StreamWriter with WriteLine Method");
sw.Close();
Console.WriteLine("\n Writing File Is done, by using Stream Writer Class by writeLine
Method.\n");

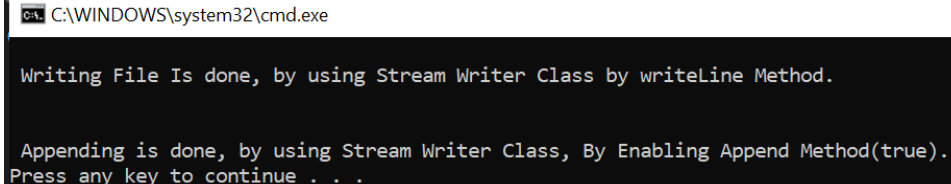
// We are Creating a File using streamWriter Class. It will not over Ride Each time when we
run the code.
// Instead it will Append the Text of Lines, Each time We Run the Code.
StreamWriter writer = new StreamWriter(@"C:\C#\hello.txt", true);

writer.WriteLine("This is From New object of Stream Writer,");
writer.WriteLine("using Append by assigning True, while creating object for StreamWriter");
writer.Close();
Console.WriteLine("\n Appending is done, by using Stream Writer Class, By Enabling Append
Method(true).");

Console.ReadKey();
}
}
}

```

OUTPUT:



```

C:\WINDOWS\system32\cmd.exe

Writing File Is done, by using Stream Writer Class by writeLine Method.

Appending is done, by using Stream Writer Class, By Enabling Append Method(true).
Press any key to continue . . .

```

PROJECT: 3

Research and write C# program to read data from file.

CODE:

```

using System;
using System.IO;
using System.Collections.Generic;
using System.Linq;
using System.Text;

```

```

using System.Threading.Tasks;

namespace Day15project6
{
    internal class Program
    {
        /// <summary>
        /// DONE BY: PAVAN
        /// </summary>
        /// <param name="args"></param>
        static void Main(string[] args)

        {

            // We are Creating a File using StreamWriter Class. It will not over Ride Each time when we
            run the code.
            // Instead it will Append the Text of Lines, Each time We Run the Code.
            StreamWriter writer = new StreamWriter(@"C:\C#\hello.txt", true);

            writer.WriteLine("This is From New object of Stream Writer,");
            writer.WriteLine("using Append by assigning True, while creating object for StreamWriter");
            writer.Close();
            Console.WriteLine("\n Appending is done, by using Stream Writer Class, By Enabling Append
Method(true).");

            // We Are Reading the File Content Using Stream Writer Class from System.IO namespace.
            StreamReader reader = new StreamReader(@"C:\C#\hello.txt");

            reader.ReadToEnd();

            reader.Close();
            Console.WriteLine("\n Reading is done, by using Stream Writer Class, by ReadToEnd Method.");
            Console.ReadKey();
        }
    }
}

```

OUTPUT:

C:\WINDOWS\system32\cmd.exe

```
Appending is done, by using Stream Writer Class, By Enabling Append Method(true).  
Reading is done, by using Stream Writer Class, by ReadToEnd Method.  
Press any key to continue . . . █
```