Clase Pregunta

-Int id (identificador de pregunta)

-String pregunta (La pregunta en sí)

-int respuestaId (el ID de la respuesta que es correcta)

Metodo cargar datos

{

1. using System.Text;
2. using System.IO;
3. private bool Load(string fileName)
4. {
5. // Handle any problems that might arise when reading the text
6. try
7. {
8. string line;
9. // Create a new StreamReader, tell it which file to read and what encoding the file
10. // was saved as
11. StreamReader theReader = new StreamReader(fileName, Encoding.Default);
12. // Immediately clean up the reader after this block of code is done.
13. // You generally use the "using" statement for potentially memory-intensive objects
14. // instead of relying on garbage collection.
15. // (Do not confuse this with the using directive for namespace at the
16. // beginning of a class!)
17. using (theReader)
18. {
19. // While there's lines left in the text file, do this:
20. do
21. {
22. line = theReader.ReadLine();
23. if (line != null)
24. {
25. // Do whatever you need to do with the text line, it's a string now
26. // In this example, I split it into arguments based on comma
27. // deliniators, then send that array to DoStuff()
28. string[] entries = line.Split(',');
29. if (entries.Length > 0)
30. DoStuff(entries);
31. }
32. }
33. while (line != null);
34. // Done reading, close the reader and return true to broadcast success
35. theReader.Close();
36. return true;
37. }
38. }
39. // If anything broke in the try block, we throw an exception with information
40. // on what didn't work
41. catch (Exception e)
42. {
43. Console.WriteLine("{0}\n", e.Message);
44. return false;
45. }
46. }
47. }

}

Clase Respuesta

-Int id

-int image (la imagen que utiliza)