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Console Monitor

**Rumman92**, 8 Sep 2014

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Monitor your system using simple C# code

[Download source - 868.6 KB](#)*This post is for educational purposes only.*

Introduction

This is a simple application that I have created to monitor the system screen. I have chosen here to take the screen image and save it in a hidden directory.

Background

This application takes the image of primary screen of system, i.e., screen currently visible to user. The image is saved in a hidden directory created by the code (I have hard coded this to get save in C: directory). The image is taken at regular intervals decided by the user. For simplicity, I ask for the interval from the user only for the first time. The interval value is saved in a txt file in the directory created by code (or where images are saved). To change the interval, simply open the txt file and write the desired time value (in seconds).

The application once started can only be ended from the task manager.

Using the Code

For working with directory and images, add:

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```
using System.IO;
using System.Drawing.Imaging;
```

The code of the program is quite simple and straight forward. We will be taking the snapshot of primary screen and saving it to the directory. Let's divide this logic into two parts.

- Initially create the hidden directory to save the image.

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```
//Create the hidden directory.

DirectoryInfo di = Directory.CreateDirectory(@"C:\Snap");
di.Attributes = FileAttributes.Directory | FileAttributes.Hidden;
```

- Now the main work, click the image and save it.

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```
//Write the code under timer tick so the image is clicked and
//saved on every tick and the tick is defined by the user input (as user will enter this
interval).
//Check the attached code for complete working application.

//Create new instance of Bitmap class with current width and height.
Bitmap bmp = new Bitmap(Screen.PrimaryScreen.Bounds.Width,
Screen.PrimaryScreen.Bounds.Height);
//Create graphics from the current bitmap instance
Graphics gr = Graphics.FromImage(bmp);
gr.CopyFromScreen(0, 0, 0, 0, bmp.Size);
//That's it! Save the image in the directory and this will work like charm.
string str = string.Format(@"C:\Snap\Snap[{0}].jpeg", c);
bmp.Save(str, ImageFormat.Jpeg);
```

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That's it, our mini monitoring application is ready.

Points of Interest

Want to track what your friends watch on your system while you are away, give it a try! If you are having high speed internet, modify the code with client-server where images of client can be sent out to server without client's intervention.

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














































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