using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;

namespace Async16\_1

{

class Program

{

static void Main()

{

Task task = new Task(CallMethod);

task.Start();

task.Wait();

Console.ReadLine();

}

static async void CallMethod()

{

string filePath = "E:\\sampleFile.txt";

Task<int> task = ReadFile(filePath);

Console.WriteLine("Before Wait Work 1");

Console.WriteLine("Before Wait Work 2");

Console.WriteLine("Before Wait Work 3");

Console.WriteLine();

int length = await task;

Console.WriteLine(" Total length of file: " + length);

Console.WriteLine();

Console.WriteLine("After Wait Work 1");

Console.WriteLine("After Wait Work 2");

}

static async Task<int> ReadFile(string file)

{

int length = 0;

Console.WriteLine("File reading is starting .No issues found.");

Console.WriteLine();

using (StreamReader reader = new StreamReader(file))

{

// Reader all characters from the current position to the end of the stream asynchronously

// and returns them as one string.

string s = await reader.ReadToEndAsync();

length = s.Length;

}

Console.WriteLine();

Console.WriteLine("File reading has completed successfully");

return length;

}

}

}