<u>DAY 22 ASSIGNMENT</u> FINAL PROJECT(EMPLOYEE MANAGEMENT APPLICATION)

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CREATE PROJECT EMPLOYEE MANAGEMENT APPLICATION

3 Layered architecture using C# project (presentation layer(UI), Business logic layer(BLL), Data access layer(DAL).

Data access layer(DAL)

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Ling;
using System.Text;
using System.Threading.Tasks;
namespace DataAccessLayer
   public static class EmployeeDAL
        static string filepath = "F:\\EmployeeData\\Employee.txt";
        public static bool AddEmployee(int empId, string empName, int empSalary, int
empAge)
            try
                string textcontent = string.Concat(empId, ",", empName, ",", empSalary,
",", empAge);
                File.AppendAllText(filepath, textcontent + Environment.NewLine);
                return true;
            }
            catch (Exception )
                return false;
        public static List<string> GetEmployeeID(int empId)
            var allEmployees = File.ReadAllLines(filepath);
            bool isFound = false;
            List<string> EmployeeFound = new List<string>();
                foreach (string employee in allEmployees)
                    var empDetails = employee.Split(',');
                    if (Convert.ToInt32(empDetails[0]) == empId)
```

```
isFound = true;
                   EmployeeFound.Add(employee);
                    break;
                }
            return EmployeeFound;
       }
    }
   public static List<string> GetEmployeeName(string empName)
        var allemployees = File.ReadAllLines(filepath);
        List<string> EmployeeFound = new List<string>();
         foreach (string employee in allemployees)
            var empDetails = employee.Split(',');
            if (empDetails[1].Contains(empName))
                EmployeeFound.Add(employee);
         }
       return EmployeeFound;
    }
   public static string[] GetAllEmployees()
        var allemployees = File.ReadAllLines(filepath);
       return allemployees;
    }
}
```

Business logic layer(BLL)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System. Threading. Tasks;
using DataAccessLayer;
namespace BusinesslogicLayer
{
    public class EmployeeBLL
        public static bool GetEmployeeAdd(int empId, string empName, int empSalary, int
empAge)
        {
            var result = EmployeeDAL.AddEmployee(empId, empName, empSalary, empAge);
            return result;
        }
        public static List<string> GetEmployeeById(int empId)
            var result = EmployeeDAL.GetEmployeeID(empId);
            return result;
```

```
public static List<string> GetEmployeeByName(string empName)
{
    var result = EmployeeDAL.GetEmployeeName(empName);
    return result;
}
public static string[] GetALlEmployees()
{
    var result = EmployeeDAL.GetAllEmployees();
    return result;
}
```

CLIENT APP(PRESENTATION LAYER)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using BusinesslogicLayer;
namespace SarathClientApp
{
   internal class Program
    {
       static void Main(string[] args)
           int choice;
           string ch;
           do
           {
               Console.WriteLine("\n*---*---*");
               Console.WriteLine("EMPLOYEES MANAGEMENT APPLICATION");
               Console.WriteLine("*---*\n");
               Console.WriteLine("1. Add Employee details");
               Console.WriteLine("2. Search Employeedetail by ID");
               Console.WriteLine("3. Search Employeedetail bt NAME");
               Console.WriteLine("4. Display AllEmployees details");
               Console.WriteLine("\nEnter choice your Requirment : ");
               choice = Convert.ToInt32(Console.ReadLine());
               switch (choice)
                   case 1:
                      AddEmployee();
                      break;
                   case 2:
                      SearchEmployeeByID();
                      break;
                   case 3:
                      SearchEmployeeByName();
                      break;
                   case 4:
                      DisplayEmployees();
```

```
break;
            default:
                Console.WriteLine("Invalid Option");
                break;
        Console.WriteLine("Do you want to continue (y/n) :");
        ch = Console.ReadLine();
    } while (ch.Equals( "y"));
}
public static void AddEmployee()
    Console.WriteLine("\nEnter Employee ID");
    int EmpId = Convert.ToInt32(Console.ReadLine());
    Console.WriteLine("Enter Employee NAME");
    string EmpName = Console.ReadLine();
   Console.WriteLine("Enter Employee SALARY");
    int EmpSalary = Convert.ToInt32(Console.ReadLine());
   Console.WriteLine("Enter Employee AGE");
    int EmpAge = Convert.ToInt32(Console.ReadLine());
    var result = EmployeeBLL.GetEmployeeAdd(EmpId, EmpName, EmpSalary, EmpAge);
    if(result)
    {
        Console.WriteLine("EMployee Details save sucessfully");
    }
    else
        Console.WriteLine("Some Error");
public static void SearchEmployeeByID()
   Console.WriteLine("\nEnter the employee ID :");
    int empId = Convert.ToInt32(Console.ReadLine());
    var result = EmployeeBLL.GetEmployeeById(empId);
    if (result.Count == 0)
    {
        Console.WriteLine("No record exist with this Id");
    }
   else
        result.ForEach(p => Console.WriteLine(p));
    }
public static void SearchEmployeeByName()
    Console.WriteLine("\nEmter the employee Name :");
    string empName = Console.ReadLine();
    var result = EmployeeBLL.GetEmployeeByName(empName);
    if (result.Count == 0)
```

```
{
        Console.WriteLine("No record exist with Name");
}
else
{
        result.ForEach(p => Console.WriteLine(p));
}
public static void DisplayEmployees()
{
        var result = EmployeeBLL.GetALlEmployees();
        Console.WriteLine("\nDisplaying All employees in the file");
        foreach (var employee in result)
        {
            Console.WriteLine(employee);
        }
}
```

OUTPUT:



