|  |  |  |
| --- | --- | --- |
| **KING SAUD UNIVERSITY**  **COLLEGE OF COMPUTER AND INFORMATION SCIENCES Computer Science Department** | | |
| **CSC 113: Introduction to Programming II** | **File\_Sheet** | **2nd Semester 1438** |

1. Write a program that will read the information of "Product" objects –**ComputerGame&StoregDevice** classes-Lab7- The information is written in the attached object file "**MyStore.obj**" in the following order:

* The first line contains the number of storage devices in the file.
* The second line contains the number of computer games.
* The StorageDevice objects.
* The ComputerGame objects.

Create a text file called **"Result.txt"** containing the Code and Type for all products, plus the Model (if it is a Storage Device) OR Name (if it is a Computer game).Finally write the product's total price.

|  |
| --- |
| **Code Type Model or Name**  **-------------------------------------**   1. **FlashDrivekingstone**   **-------------------------------------**  **2PSP Sony**  **4 WII Nintendo**  **5 DS Nintendo**  **-------------------------------------**  **Total = 190** |

**Note:**

Use try and catch to handle the case when the input file does not exist, such that an appropriate message is displayed and the program terminates.

1. Create a text file called "MyFiles" containing the names of all the files in the folder you are currently working on.The program should check if the listed items in the folder are files. This program should check if the folder is already exists and is also a directory.