

***C# Basics***

**Lab Guides**

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RECORD OF CHANGES

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|  | **CODE: Net.S.L007**  **TYPE: SHORT**  **LOC: 15**  **DURATION: 10 MINUTES** |

# Lab 7: Work with StringBuilder in C#

Objectives:

* Understand about use of StringBuilder data type in C#.

Prerequisites:

* Download and installs Visual Studio (included .net Framework)

Problem Description:

* Write a C# console application to working with StringBuilder.
* Use StringBuilder to build complex text.

Guidelines:

### Step 1: Create project named **Strings** in Visual Studio

### Step 2: Open the **Program.cs** and update **Main** method

//// Create a StringBuilder.

StringBuilder stringBuilder = new StringBuilder();

//// Create string array spellings.

string[] spellings = { "Recieve", "Receeve", "Receive", "Reiceever" };

stringBuilder.AppendLine("Which of the following spellings is true?");

for (int ctr = 0; ctr <= spellings.GetUpperBound(0); ctr++)

{

stringBuilder.AppendFormat(" {0}. {1}", ctr + 1, spellings[ctr]);

stringBuilder.AppendLine();

}

stringBuilder.AppendLine();

Console.WriteLine(stringBuilder.ToString());

//// Insert a string at the beginning of the StringBuilder.

stringBuilder.Insert(0, "Questions: ");

Console.WriteLine(stringBuilder.ToString());

//// Replace string of the StringBuilder.

stringBuilder.Replace("Recieve", "Recieves");

Console.WriteLine(stringBuilder.ToString());

//// Using Remove in StringBuilder.

stringBuilder.Remove(50, 10);

Console.WriteLine(stringBuilder.ToString());

//// Keep the console window open in debug mode.

Console.WriteLine("Press any key to exit.");

Console.ReadKey();

### Step 3: Choose the F5 key to run the project.

Outputs

