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COP2360 C# Programming I

# Module 3 - TUTORIAL 5-9: Creating a Load Event Handler

SCREENSHOT:

Graphical user interface, text, application

Description automatically generated

CODE:

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.IO;

namespace Tutorial\_5\_9\_Creating\_a\_Load\_Event\_Handler

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

//exit button

private void exitButton\_Click(object sender, EventArgs e)

{

this.Close();

}

private void Form1\_Load(object sender, EventArgs e)

{

try

{

// Declare a variable to hold a country name.

string country;

// Declare a StreamReader variable.

StreamReader inputFile;

// Open the file and get a StreamReader object.

inputFile = File.OpenText("Countries.txt");

countriesListBox.Items.Clear();

// Read the file's contents.

while (!inputFile.EndOfStream)

{

// Get a country name.

country = inputFile.ReadLine();

// Add the country name to the ListBox.

countriesListBox.Items.Add(country);

}

// Close the file.

inputFile.Close();

}

catch (Exception ex)

{

// Display an error message.

MessageBox.Show(ex.Message);

}

}

}

}

//Collaboration Statement: I worked alone.