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UNIT-III

Using the .NET Framework Class Library

- **Data Collection**
- **File I/O**
- **Event logging**
- **Message queuing**
- **Text Handling**
- **Internet communication**
- **XML data handling**
- **Internet e-mail**

Using Data Collection (System Collection)

- **Arrays:** Ordered or unordered collection of objects, first element has the index 0.

Random access in the array is allowed.

Stacks: collection of elements,

insertion and deletion on the top (ie only one end, LIFO structure, **eg., recursion rely on stack operation**)

- **Queues:** queues are structures,

allows for insertion of elements of one-end and removal of elements from the other. **eg., customers waiting for service at a bank window.**

Hash table: a set of elements which have a unique Key value rather than an ordinal index.

eg., it follows a fast lookups of information without linearly searching.

The ArrayList class

- `System.Collection.ArrayList` class
- Program creates two arrays
- Two arrays of integers
- Merges the two sorts the merge list
- Search element from a list

```
Imports system
Imports system.collections
Imports Microsoft.VisualBasic
Module module1
    Sub Main()
        Dim alist1 as Arraylist
        Dim alist2 as Arraylist
        Dim intsearchchoice As Integer
        Dim intlocalindex As Integer
        ' create the new list
        alist1=CreateArraylist()
        alist2=CreateArraylist()
        'original two Arralists
        printArraylist(alist1)
        printArraylist(alist2)
        'show combined Arraylist
        alist1.AddRange(alist2)
        PrintArraylist(alist1)
```

```
'sort the list
Alist1.sort()
printArraylist(alist1)
' search the list
Console.Write("enter a element to search
for:")
Intsearchchoice=CInt(console.ReadLine())
Intlocalindex=_alist1.BinarySearch()),_Int
searchchoice,Nothing)
If Intlocalindex<>-1 then
    Console.Write("match found at
index:{0}"),_ Intlocalindex
Else
    Console.Write("no match found,")
End If
End sub
```

```
Sub printArraylist(ByVal arylist as ArrayList)
    Dim intElement As integer
    For Each intElement In Arylist
        Console.Write(intElement.ToString() & " ")
    Next
    Console.WriteLine()
End sub

Function CreateArrayList() As ArrayList
    Dim aNewArraylist As New ArrayList()
    Dim intIndex As Integer
    Dim rndRandom As New Radom()
    Randomize()
    For IntIndex=0 to 9
        aNewArraylist.Add(rndRandom.Next(0,99))
    Next
    CreateArrayList= aNewArraylist
End Function
End Module.
```

The Stack Class

- `System.Collections.Stack` implements the stack data structure
- Undo feature that allows user to revert back to a previous state, data entry error or unintentional error
- When `#` is encountered pop operation
- When `.` is encountered stop and exit

```

Imports System
Imports System . Collections
Imports Microsoft.VisualBasic
Module Module1
Sub Main()
    Dim stkUndoStack As New Stack()
    Do While (AddPhrase(stkUndoStack))
    Loop
    Console.WriteLine("Final sentence is:")
    DisplayStackContents(stkUndoStack)
End sub
Function AddPhrase(ByRef UndoStack As
    Stack) As Boolean
    Dim strWordOrPhrase As String
    Dim strPhrase As String
    AddPhrase=True
    Console.Write("Add a word or phrase:")
    strWordOrPhrase=Console.ReadLine()

```

```

select case strWordOrPhrase
    case"."
        AddPhrase=false
        Exit Function
    Case"#"
        If UndoStack.Count>0 Then
            Console.WriteLine("Undo Phrase:"&
                _UndoStack.Peek())
            strPhrase=UndoStack.pop()
            AddPhrase=True
        Else
            Exit Function
        End if
    Case else
        UndoStack.Push(strWordOrPhrase)
    End select
End Fuction

```



```
Sub DisplayStackContents(ByRef UndoStack As Stack)
    Dim strPhrase As String
    Dim aryStandardArray As object()
    Dim intIndex As Integer
    Console.WriteLine("Current Contents :")
    aryStandardArray=UndoStack.ToArray()
    For intIndex=UBound(aryStandardArray) To 0 Step-1
        Console.WriteLine(AryStandardArray(intIndex) &"")
    Next
        Console.WriteLine(ControlChars.crLF)
End Sub
End module
```

The Queue class

- `System.Collections.Queue` implements a queue data structure
- Queue are used to model data that is stored in FIFO
- Eg., documents being submitted to a printer called `printqueue`

```

Imports System
Import System.Collections
Imports Microsoft.VisualBasic
Module Module1
Public Class DocRecord
    Public DocTitle As String
    Public DocOwner As String
    Public DateTimeSubmitted As Date
Sub New(Optional Byval DTitle=" ",
    _Optional ByVal,Downer="")
    DocTitle=Dtitle
    DocOwner=Downer
    DateTimeSubmitted= now()
End Sub
End Class
Function Intialize Queue() As queue
    Dim objDocQueue As New Queue()
    Dim objDoc As Doc Record
    Dim intIndex As Integer
For intIndex = 1 to 5
    objDoc = New DocRecord()

```

```

with objDoc
    .DoOwner ="Joe"
    .DocTitle ="Docu,ment #"
    intIndex.ToString()
End With
objDocQueue.Enqueue=objDocQueue
End Function
Sub AddDocToQueue(ByVal DocQueue As
Queue, ByVal Doc As DocRecord)
    DocQueue.Enqueue.(Doc)
    Console.WriteLine("{0} submitted to
Queue ",Doc.DocTitle)
End Sub
Sub PrintDoc(ByVal DocQueue As Queue)
    Dim objDoc As DocRecord
    objDoc= DocQueue.DeQueue()
    Console.writeline( "{0} has printed",
objDoc.DocTitle)
End Sub

```

```
Sub ShowDocInQueue(ByVal
    DocQueue As Queue)
    Dim objDoc As DocRecord
    Console.WriteLine("Print
Queue"&ControlChars.CrLf)
For Each objDocIn
    DocQueue.ToArray()
    Console.WriteLine("{0}"&ControlC
hars.Tab&"{1}"&ControlChars.Tab
&"{2}",_objDoc.DocTitle,_objDoc.
DocOwner,_FormatDateTime(
_objDoc.DateTimeSubmitted))
Next
End Sub
Sub Main()
    Dim ObjPrtQueue As Queue
    objPrtQueue = InitializeQueue()
    ShowDocsInQueue(objPrtQueue)
    Console.WriteLine("2 documents
```

```
printed....")
printDoc(objPrtQueue)
PrintDoc(objPrtQueue)
AddDocToQueue(objprtQueue, _
New DocRecord("New
Document","Sam"))
ShowDocsInQueue(objPrtQueue)
End Sub
End Module
```

The HashTable Class

- `System.Collection.Hashtable` implements an associative name value pair of array of data.
- Hash table is fast and convenient way to give the programmer search and retrieval operation with resorting.
- Eg., lookup a contact in storage area
- Using lastname and ID pair search by hashtable

Imports System

Imports System.Collections

Imports Microsoft.VisualBasic

Module module1

Public class Contactentry

Public m_strlastname as string

Public m_strfirstname as string

Public m_intage integer

Sub new(optional byval lname="", _

Optional byval fname="", _

Optional byval age=0)

m_strlastname=lname

m_strfirstname=faname

m_intage=age

End sub

End class

sub addcontact(byref contactable as hashtable)

Dim rndrandom as new random()

Dim intidnumber as integer

Dim objcontactentry as new contactentry()

console.write("enter last name: ")

objcontactentry.m_strlastname =

console.readline()

console.write("enter first name:")

objcontactentry.m_strfirstname =

console.readline()

console.write("enter age:")

objcontactentry.m_intage =

cint(console.readline())

randomize()

intidnumber = rndrandom.next(1,1000)

do while

contacttable.containskey(intidnumber)

intidnumber = rndrandom.next(1, 1000)

loop

contacttable.add(intidnumber,

objcontactentry)

console.writeline("added contact with id: "& _

intidnumber.toString())

End sub

```
sub querycontact(byref contacttable as hashtable) end sub
    dim objcontact as contactentry
    console.write("Enter id number:")
    objcontact = contacttable.item(_
        cint(console.readline()))
    if not objcontact is nothing then
        console.writeline(_"contact info: " &
            controlchars.crlf & _"last name: {0}" &
            controlchars.crlf & _"first name: {1}" &
            controlchars.crlf & _"age:
                {2}"&controlchars.crlf, _
            Objcontact.m_strlastname, _
            Objcontact.m_strfirstname, _
            Objcontact.m_intage.toString())
    else
        console.writeline("contact not found")
    end if
```

```
sub listcontacts(byref contacttable as hashtable)
dim objcontact as contactentry
for each objcontact in contacttable.values
console.writeline("{0}" & controlchars.tab & _"{1}" & controlchars.tab & _"{2}",_
    objcontact.m_strlastname,_objcontact.m_strfirstname,_objcontact.m_intage.tostring())
next
end sub
sub main()
    dim objmycontacts as new hashtable()
    addcontact(objmycontacts)
    addcontact(objmycontacts)
    addcontact(objmycontacts)
    listcontacts(objmycontacts)
    querycontact(objmycontacts)
end sub
end module
```


Using File I/O

- File Class encapsulates various operation on single file.
- StreamReader and StreamWriter(File Classes)
- Creation, copying, deleting, moving
- File returns special classes that are used to read to and write files. Called stream classes
- Text file operations
- Reading Textfiles
- Writing TextFiles

Reading text files

```
Import System
Import System.IO
Module Module1
    Sub Main()
        Dim objStreamReader= File.OpenText("test.txt")
        Console.write(objStreamReader.ReadToEnd())
        objStreamReader.Close()
        Catch E As Exception
            Console.WriteLine("error occurred:"&E.Message)
        End try
    End Sub
End Module
```

Writing Text Files

```
Imports system
Imports system.IO
Module module1
    Sub WriteToStream()
        Dim objStreamWriter As StreamWriter
        Dim intA As Integer=100
        Dim intB As Integer=200
        Dim blnSampleBoolean As Boolean
        Dim dSampleDecimal As Decimal
    Try
        StreamWriter=File.CreateText("c:\newfile.txt"
        )
    With objStreamWriter
        .writeline("log file for "&
            FormatDateTime(Now()))
        .writeline("-----")
        .writeline("This is a formatted string:{0} {1} ",
            intA, intB) .writeline()
        .writeline(blnSampleBoolean)
        .writeline(dSampleDecimal)
```

```
.Close()
End with
Catch E As Exception
    Console.WriteLine("Error
    occurred:&"E.Message)
End try
End sub

Sub Main()
    WriteToStream()
End sub
End module
```

output

Log File for 7/17/2001 8:58:50 P M

This is a formatted String : 100 200

True

3.14

Using Binary File I/O with the FileStream Object

- Graphic images contain binary data
- BinaryReader and BinaryWriter
- Reading Binary Files
- Writing Binary Files
- For eg., ID3v1 information (datablock of 128 bytes
 - song,title,artist,album,year of publication,generation and additional comments

Performing File operation

- File class is static (no constructor)
- FileInfo class (retrieve characteristics about file, has constructor)
- File attributes and Archive flag used to backup

```

Imports System
Imports System.IO
Module Module1
Sub DisplayFileInformation(ByVal Filespec
    As String)
Dim strFileInfo As String
Dim fabFileAttribs As New FileAttributes()
Dim objFileInfo As new FileInfo(FileSpec)
Try
    If fabFileAttribs.Exists Then
        fabFileAttribs = objFileInfo.Attributes
        If fabFileAttributes And
            FileAttributes.Archive Then
            Console.WriteLine("Archive flag set")
        Else
            Console.WriteLine("Archive flag set")
        End If
    strFileInfo = "File Information: {0} "& _
        ControlChars.CrLf & _
        "size: {1} " & ControlChars.CrLf&_
        "Created: {2} " & ControlChars.CrLf
        Console.WriteLine(strFileInfo,
            objFileInfo.Name, objFileInfo.Length,
            FormatDateTime(
                objFileInfo.CreationTime))
    End If
Catch E As Exception
    Console.WriteLine("ERROR:" &
        E.Message)
End Try
End sub

Sub Main()
DisplayFileInformation("test.txt")
End Sub
End Module

```

Copying, Moving and Renaming Files

```
Sub CopyAndRename(ByVal FileToCopy As String)
Dim objFileInfo As FileInfo
Try
objFileInfo = New FileInfo(FileToCopy)
objFileInfo.CopyTo(objFileInfo.DirectoryName &_
    "Copy of" & objFileInfo.Name, _
    True)
objFileInfo.MoveTo(objFileInfo.DirectoryName &_
    "OLD_" & objFileInfo.Name)
Catch E As Exception
Console.WriteLine("ERROR;" & E.Message)
End Try
End Sub
```