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# Tema 12

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- Imamo nekoliko nacina za upis u fajl
- Razlicito se hendluje upis Stringa i upis drugih objekata
- StreamWriter i StreamReader

## PRIMER 1 - primer upisa i citanja iz fajla

```
using System;
using System.IO;

namespace UpisISpisFajl
{
    class Program
    {
        static void Main(string[] args)
        {
            using (TextWriter writer =
File.CreateText("C:\\Users\\User\\Documents\\C#
forms\\UpisISpisFajl\\nekiTekst.txt"))
            {
                writer.WriteLine("Hello you!");
                writer.WriteLine("What is your name?");
            }
            using (TextReader reader =
File.OpenText("C:\\Users\\User\\Documents\\C#
forms\\UpisISpisFajl\\nekiTekst.txt"))
            {
                Console.WriteLine("Samo jedna linija:");
                Console.WriteLine(reader.ReadLine());
                Console.WriteLine("Sve linije do kraja:");
                Console.WriteLine(reader.ReadToEnd());
            }
            Console.WriteLine("Hello World!");
        }
    }
}
```

**NAPOMENA 1:** Fokusirati se da bez usinga ovo ne bi radilo.

## PRIMER 2 - Postupak sa stream writerom

```
static void Main(string[] args)
{
    // Specifying file location
    string loc = "C:\\Users\\User\\Documents\\C#
forms\\UpisISpisFajl\\nekiTekst.txt";
    // Creating FileInfo instance
```

```

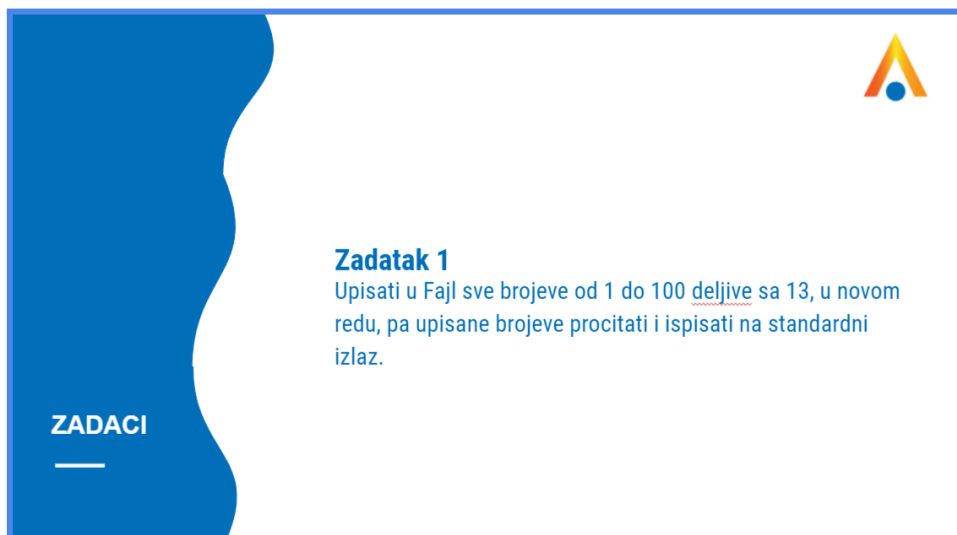
FileInfo file = new FileInfo(loc);
// Creating an file instance to write
StreamWriter sw = file.CreateText();
// Writing to the file
sw.WriteLine("This text is written to the file by using
StreamWriter class.");
sw.Close();

StreamReader sr = file.OpenText();
string data = "";
while ((data = sr.ReadLine()) != null)
{
    Console.WriteLine(data);
}
sr.Close();
}

```

**NAPOMENA 1:** Potrebno upisati celu putanju fajla.

**NAPOMENA 2:** Potrebno zatvarati ove strimove



The image shows a presentation slide with a blue header and footer. The header contains the word 'ZADACI' in white text on a blue background. The main content area is white and contains the following text: 'Zadatak 1' in blue, followed by 'Upisati u Fajl sve brojeve od 1 do 100 deljive sa 13, u novom redu, pa upisane brojeve procitati i ispisati na standardni izlaz.' in blue. In the top right corner, there is a logo consisting of a stylized 'A' shape with a blue dot below it. The slide is framed by a blue border.

### PRIMER 3

```

static void Main(string[] args)
{
    // Specifying file location
    string loc = "C:\\Users\\User\\Documents\\C#
forms\\UpisISpisFajl\\nekiTekst.txt";
    // Creating FileInfo instance
    FileInfo file = new FileInfo(loc);
    // Creating an file instance to write
    StreamWriter sw = file.CreateText();
    // Writing to the file
    string tekst = "";
    for (int i = 1; i < 100; i++)

```

```

{
    if (i % 13 == 0)
    {
        tekst += i.ToString() + "\n";
    }
}

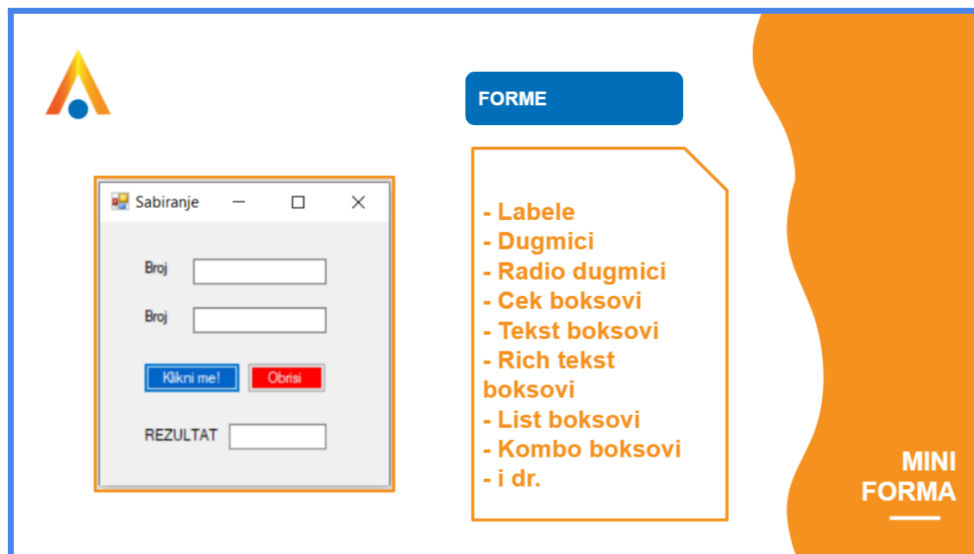
sw.WriteLine(tekst);
sw.Close();

StreamReader sr = file.OpenText();
string data = "";
while ((data = sr.ReadLine()) != null)
{
    Console.WriteLine(data);
}
sr.Close();
}

```

**NAPOMENA 1:** Skrennuti paznju da je vecina koda ista, samo se menja ovo sta se upisuje

**NAPOMENA 2:** Probati jos neke funkcije iz streama koje su dostupne.



#### **PRIMER 4 - Postupak kreiranja forme - osnovne akcije**

KORAK 1	Osnovni elementi WIN FORMS projekta
KORAK 2	Dodavanje komponenti
KORAK 3	Setovane njihovog izgleda, pozicije, poravnanja
KORAK 4	Setovanje funkcionalnosti komponenti

```

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;

namespace Primer1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int broj1 = Convert.ToInt32(textBox1.Text);
            int broj2 = Convert.ToInt32(textBox2.Text);
            int zbir = broj1 + broj2;
            textBox3.Text = zbir.ToString();
        }

        private void button2_Click(object sender, EventArgs e)
        {
            textBox1.Text = "";
            textBox2.Text = "";
            textBox3.Text = "";
        }
    }
}
```