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// Answer to question#38758, Programming, C#
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.IO;

namespace Q38758
{
    class Program
    {
        static void Main(string[] args)
        {
            int line = 2;
            ConsoleKeyInfo key;

            Console.WriteLine("Choose action to do:\n");
            Console.WriteLine("Show files from directory      *");
            Console.WriteLine("Write data to the stock file");

            Console.SetCursorPosition(32, 2);

            do
            {
                key = Console.ReadKey(true);
                switch (key.Key)
                {
                    case ConsoleKey.UpArrow:
                        Console.SetCursorPosition(32, line);
                        Console.Write(" ");
                        if (line == 2) line = 3;
                        else line--;
                        Console.SetCursorPosition(32, line);
                        Console.Write("*");
                        break;
                    case ConsoleKey.DownArrow:
                        Console.SetCursorPosition(32, line);
                        Console.Write(" ");
                        if (line == 3) line = 2;
                        else line++;
                        Console.SetCursorPosition(32, line);
                        Console.Write("*");

                        break;
                    case ConsoleKey.Escape: Environment.Exit(0); break;
                }
            } while (key.Key != ConsoleKey.Enter);

            Console.Clear();
            if(line==2) showDir();
            else

                Write();

            Console.ReadKey();
        }
    }
}

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public static void showDir()
{
    Console.WriteLine(@"Enter the pass to the directory:(Example -> D:\)");
    string filePass = Console.ReadLine(); //folder pass
    if (System.IO.Directory.Exists(filePass)) // Does folder exist?
    {
        string[] fileNames = System.IO.Directory.GetFiles(filePass); //getting names of
files
        Console.WriteLine("Directory: {0} contains {1} file(s)", filePass,
fileNames.Length);

        for (int i = 0; i < fileNames.Length; i++)
        {
            if (System.IO.File.Exists(fileNames[i]))
            {
                string name = "";
                FileInfo fi = new FileInfo(fileNames[i]);
                DateTime cr_date;
                string date = "";

                name = fileNames[i].Substring(filePass.Length);
                cr_date = System.IO.File.GetCreationTime(fileNames[i]); //creation
date
                date = cr_date.Day + "." + cr_date.Month + "." + cr_date.Year;
                Console.WriteLine("{0,30} \t{1,10} byte(s) \t {2}", name,
fi.Length, date);
            }
        }
    }
    else Console.Write("Pass doesn`t exist");
}

public static void Write()
{
    string fileName = "stockDetails.txt";
    Console.WriteLine(@"Please enter the directory of the stockDetails.txt:");
    string pass = Console.ReadLine(); //folder pass

    if (!Directory.Exists(pass))
    {
        Console.WriteLine("Directory doesn`t exist!");
        return;
    }

    FileStream fs; //object to write data

    if (!File.Exists(pass + fileName)) //File exist?
    {
        Console.Write(pass + fileName + " doesn`t exist. We will create it.\n");
        fs = new FileStream(pass + fileName, FileMode.Create, FileAccess.Write);
//Create file for writing
    }
    else
    {
        fs = new FileStream(pass + fileName, FileMode.Open, FileAccess.Write);
    }
}

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        Console.WriteLine(fileName + "    Successfully opened");// Just open it
    }

    string Data = "";
    Console.WriteLine("Please enter some data to write into the file:");
    Data = Console.ReadLine();//Getting any input information from console
    Byte[] info = new UTF8Encoding(true).GetBytes(Data+"\r\n"); //Convert your data to
Bytes

    fs.Seek(0, SeekOrigin.End); //Seeking for the last point in the file
    fs.Write(info, 0, info.Length); // Writing data
    fs.Close();//Do not forget to close a file

    Console.WriteLine("Successfully done");
}

}
}
```