

Answer on Question #39783, Programming, C#

```
using System;
using System.IO;

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();
    }

    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.WriteLine(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);
            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");
}

}
```