

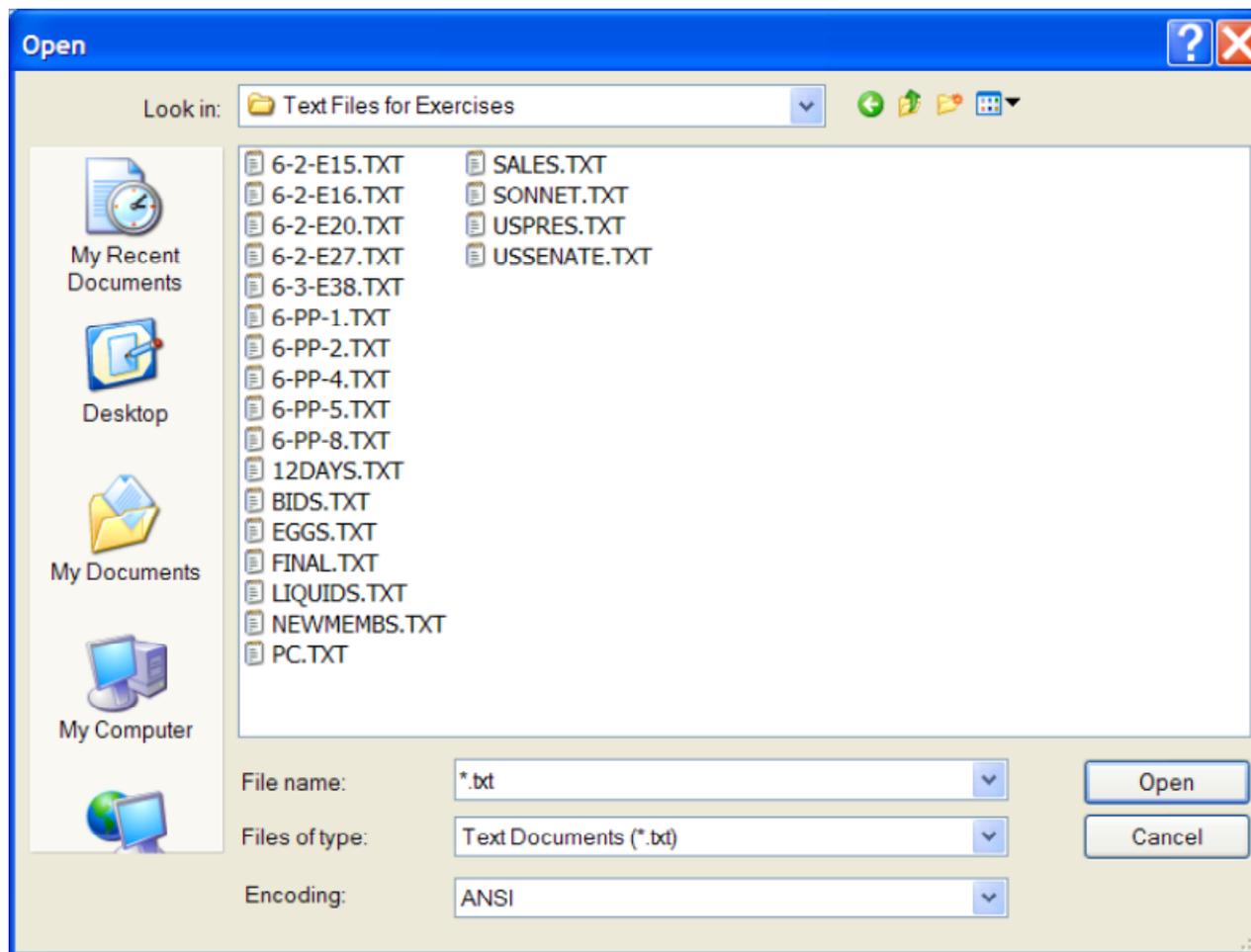


The OpenFileDialog Control

- Implements the standard File Open dialog box
- Found in the Dialogs section of the Toolbox
- When you place the control on the form, it will not be visible.
- The icon and default name will appear in the pane below the Main area.



An Open File Dialog Box





The Filter Property

- Determines what appears in the “Files of type:” combo box, and what types of files will be displayed. The setting has the general form

text for combo box|.ext*

Example: Text Files (.TXT)|*.TXT*



Using the OpenFileDialog control

- To display the control:

`OpenFileDialog1.ShowDialog()`

- After the Open button has been pressed, the file name selected and its complete filespec will be contained in the property:

`OpenFileDialog1.FileName`



Example: Task

- Select a text file and display its contents.
- **Note:** The Filter property of OpenFileDialog1 is set to Text Files (*.TXT)|*.TXT



Example: Code

```
Private Sub btnSelect_Click(...) Handles _  
                                btnSelect.Click  
  
    Dim textFile As String  
    OpenFileDialog1.ShowDialog()  
    textFile = OpenFileDialog1.FileName  
    Dim sr As IO.StreamReader = _  
                                IO.File.OpenText(textFile)  
  
    Do While sr.Peek <> -1  
        lstOutput.Items.Add(sr.ReadLine)  
    Loop  
    sr.Close()  
  
End Sub
```

StreamReader Class

StreamReader Class



```
Dim sr As IO.StreamReader = _  
    IO.File.OpenText(textFile)
```

- Implements a **TextReader** that reads from a string
- Peek() method
 - Returns the next available character but does not consume it.
- Return Value [**Do While sr.Peek <> -1**]
 - -1 if no more characters are available or the stream does not support seeking



The Random Class

- A random number generator declared with the statement:
Dim randomNum As New Random()
- If m and n are whole numbers and $m < n$ then the following generates a whole number between m and n (*including m , but excluding n*)
randomNum.Next(m , n)



Lab sheet 9.2: Code

```
Private Sub btnSelect_Click(...) Handles btnSelect.Click
    'Display three randomly chosen digits
    Dim randomNum As New Random()
    Dim num1, num2, num3 As Integer
    num1 = randomNum.Next(0, 10)
    num2 = randomNum.Next(0, 10)
    num3 = randomNum.Next(0, 10)
    txtNumbers.Text = num1 & " " & num2 & " " & num3
End Sub
```



Lab Sheet 9.2: Output

