

```
1  /*=====
2  File:      FindType.cs

3  Summary:   Command Line utility to help find and display information
4  on .NET types.

5  Classes:   FindType
6  Indented Writer

7  Origin:    .NET Samples Team
8  =====*/

9  using System;
10 using System.Reflection;
11 using System.IO;

12 namespace SubMain.Sample {
13     public class App {
14         private const int SHOW_INTERFACES = 0x01;

15         private IndentedWriter myWriter = new IndentedWriter();
16         private bool exactMatchOnly = false;
17         private ArrayList DirList = new ArrayList();

18         // Do an exact match of passed types - the name passed must
19         // be the same as the fully qualified type name.
20         public bool ExactMatchOnly {
21             get {
22                 return exactMatchOnly;
23             }
24             set {
25                 exactMatchOnly = value;
26             }
27         }

28         public static void Main(string[] args) {
29             FindType ft = new FindType();
30             try {
31                 SetOptions(args, ft);
32                 ft.Search();
33             }
34             catch (SecurityException ex) {
35                 Console.WriteLine("This sample has failed to run due to a security
36                 limitation!\n"+
37                 "Try running the sample from a local drive or using CasPol.exe to turn
38                 off security.");
39             }
40         }

41         // Processes all of the options specified in the arguments
42         private static void SetOptions(string[] args, FindType ft) {
43             try {
44                 char[] backslash = new char[1];
45                 backslash[0] = '\\';
46                 for( int i = 0; i < args.Length; i++ ) {
```

```
45     string curArg = args[i];
46
47     if ( curArg[0] == '-' || curArg[0] == '/' ) {
48         if (Char.ToUpper(curArg[1]) == 'D') {
49             if (curArg.Length > 2 && curArg[2] == ':') {
50                 String dir = curArg.Substring(3).TrimEnd(backslash).ToUpper();
51
52                 if (dir != "")
53                     ft.DirAdd(dir);
54                 else
55                     Console.WriteLine("Directory not specified");
56             }
57             else
58                 Console.WriteLine("Directory not specified");
59         } else {
60             for ( int j = 1; j < curArg.Length; j++ ) {
61                 switch( Char.ToUpper(curArg[j]) ) {
62                     case 'A':
63                         ft.ShowAll();
64                         break;
65                     case 'D':
66                         Console.WriteLine("Directory not specified");
67                         break;
68                     default:
69                         Console.WriteLine("Invalid Option[{0}]", curArg[j] );
70                         break;
71                 }
72             }
73         } else {
74             ft.ClassAdd( curArg );
75         }
76     }
77 } catch(ReflectionTypeLoadException rcle) {
78     // The following line would output the TypeLoadException.
79     // myWriter.WriteLine("Unable to load a type because {0}",
80     exceptions[exceptionCount] );
81     exceptionCount++;
82 } catch(FileNotFoundException fnfe) {
83     myVerboseWriter.WriteLine(fnfe.Message);
84 }
85 } catch {
86 }
87 }
88
89 // Receive chat from remote client
90 private void ReceiveTalk() {
91     int readMode = 1;
92
93     while(readMode != 0) {
94         if(reader.Read(oneBuffer, 0, 1)==0) {
95             readMode = 0;
96             continue;
97         }
98     }
99 }
```

```
95     }
96     switch(readMode) {
97     case 1:
98         if(counter == commandBuffer.Length) {
99             readMode = 0;
100            continue;
101        }
102        if(oneBuffer[0] != ':') {
103            commandBuffer[counter++] = oneBuffer[0];
104        } else {
105            counter = Convert.ToInt32(new String(commandBuffer, 1, counter-1));
106            ;
107            if(counter>0) {
108                readMode = 2;
109                text.Length = 0;
110            } else if(commandBuffer[0] == 'R') {
111                prevReceiveText = String.Empty;
112                Notifications(Notification.ReceivedRefresh, prevReceiveText);
113            }
114            break;
115        case 2:
116            text.Append(oneBuffer[0]);
117            if(--counter == 0) {
118                switch(commandBuffer[0]) {
119                case 'R':
120                    prevReceiveText = text.ToString();
121                    Notifications(Notification.ReceivedRefresh, prevReceiveText);
122                    break;
123                default:
124                    string newText = text.ToString();
125                    Notifications(Notification.ReceivedAppend, newText);
126                    break;
127                }
128                readMode = 1;
129            }
130            break;
131        default:
132            readMode = 0;
133            continue;
134        }
135    }
136    foreach (FileInfo f in dir.GetFiles(Path.GetFileName(switchValue))) {
137        pathnames.Add(f.FullName);
138    }
139 }
140 }
141 }
```

```
1 using System.Reflection;
2 using System.Runtime.CompilerServices;

3 //
4 // General Information about an assembly is controlled through the following
5 // set of attributes. Change these attribute values to modify the information
6 // associated with an assembly.
7 //

8 [assembly: AssemblyTitle("SampleProject.CS")]
9 [assembly: AssemblyDescription("SampleProject.CS")]
10 [assembly: AssemblyConfiguration("")]
11 [assembly: AssemblyCompany("Sub Main(), a Division of vbCity.com, LLC")]
12 [assembly: AssemblyProduct("SampleProject.CS")]
13 [assembly: AssemblyCopyright("vbCity.com, LLC")]
14 [assembly: AssemblyTrademark("vbCity.com, LLC")]
15 [assembly: AssemblyCulture("")]

16 //
17 // Version information for an assembly consists of the following four values:
18 //
19 //     Major Version
20 //     Minor Version
21 //     Build Number
22 //     Revision
23 //
24 // You can specify all the values or you can default the Revision and Build
   Numbers
25 // by using the '*' as shown below:

26 [assembly: AssemblyVersion("1.0.*")]

27 //
28 // In order to sign your assembly you must specify a key to use. Refer to the
29 // Microsoft .NET Framework documentation for more information on assembly
   signing.
30 //
31 // Use the attributes below to control which key is used for signing.
32 //
33 // Notes:
34 // (*) If no key is specified, the assembly is not signed.
35 // (*) KeyName refers to a key that has been installed in the Crypto Service
36 //     Provider (CSP) on your machine. KeyFile refers to a file which contains
37 //     a key.
38 // (*) If the KeyFile and the KeyName values are both specified, the
39 //     following processing occurs:
40 //     (1) If the KeyName can be found in the CSP, that key is used.
41 //     (2) If the KeyName does not exist and the KeyFile does exist, the key
42 //         in the KeyFile is installed into the CSP and used.
43 // (*) In order to create a KeyFile, you can use the sn.exe (Strong Name)
   utility.
44 //     When specifying the KeyFile, the location of the KeyFile should be
45 //     relative to the project output directory which is
46 //     %Project Directory%\obj<configuration>. For example, if your KeyFile
   is
47 //     located in the project directory, you would specify the AssemblyKeyFile
```

```
48 //      attribute as [assembly: AssemblyKeyFile("../..\mykey.snk")]
49 //      (*) Delay Signing is an advanced option - see the Microsoft .NET Framework
50 //      documentation for more information on this.
51 //
52 [assembly: AssemblyDelaySign(false)]
53 [assembly: AssemblyKeyFile("")]
54 [assembly: AssemblyKeyName("")]
```

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AssemblyInfo.cs

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