



```
namespace lab6_3_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }
        /*
        * The GetFileName method gets a filename from the user and assigns it to the variable
        passed as an argument.
        */
        private void GetFileName(out string selectedfile)
        {
            if (openFile.ShowDialog() == DialogResult.OK)
            {
                selectedfile = openFile.FileName;
            } else
            {
                selectedfile = "";
            }
        }
        /*
        * The GetCountries method accepts a filename as an argument. It opens the specified
        file and displays its contents in the countriesListBox control.
        */
        private void GetCountries(string filename)
        {
            try
            {
                // Declare a variable to hold a country name.
                string countryName;

                // Declare a StreamReader variable.
                StreamReader inputFile;

                // Open the file and get a StreamReader object.
                inputFile = File.OpenText(filename);

                // Clear anything currently in the ListBox.
                countriesListBox.Items.Clear();

                // Read the file's contents.
                while (!inputFile.EndOfStream)
                {
                    // Get a country name.
                    countryName = inputFile.ReadLine();
                    // Add the country name to the ListBox.
                    countriesListBox.Items.Add(countryName);
                }
                // Close the file.
                inputFile.Close();
            } catch (Exception ex)
            {
                // Display an error message.
                MessageBox.Show(ex.Message);
            }
        }
    }
}
```

```
}  
private void getCountriesButton_Click(object sender, EventArgs e)  
{  
    string filename; // To hold the filename  
  
    //Get the filename from the user.  
    GetFileName(out filename);  
  
    // Get the countries from the file.  
    GetCountries(filename);  
}  
  
}  
}
```