



```
using System.Security.Cryptography;

namespace RandomNumberFileWriterOne_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }

        private void executeButton_Click(object sender, EventArgs e)
        {
            //Get contents of textbox.
            int timesToIterate, random;
            if (!int.TryParse(iterateTextBox.Text, out timesToIterate))
            {
                MessageBox.Show("Invalid input");
            }

            // Create a StreamWriter object.
            StreamWriter sw = null;

            // Create rng object.
            Random rng = new Random();

            // Summon the Save As Dialog.
            if (saveFileDialog1.ShowDialog() == DialogResult.OK)
            {
                // Save target as a string for later usage.
                string target = saveFileDialog1.FileName;
                // Open a text file at our target.
                sw = File.CreateText(target);

                // Write a specified number of random integers
                for (int i = 0; i < timesToIterate; i++)
                {
                    random = rng.Next(1, 101);
                    sw.WriteLine(random);
                }
                sw.Close();
            }
        }
    }
}
```