**File Output: Printing Numbers To A File**

**The goal for this exercise** is to make sure that you can open up a new file and write several numbers to the file.

For this exercise you will do two, slightly different versions of the program. The first will print it’s results to the Console – this way you can get the core logic correct using easy to verify Console output. You will then modify the program in order to print the same output to a file, instead.

Part A:

The program must start by asking the user (via the Console) how many numbers the program should print and then asking what the first number should be. The program should then print those numbers to the screen, as demonstrated by this example transcript (example input is listed in bold):

How many integers do you want to print? **7**

What is the first integer that you want printed? **4**

4 5 6 7 8 9 10

The program has successfully printed those numbers to the file!

Note that there is at least one space between each of the numbers; it’s ok to have an extra space after the final number (in the above example, it’s ok to have a space after the ‘10’)

The goal of this part is to give you a chance to figure out the core logic of the exercise without having to worry about the new File I/O material.

Part B:

For this part you will instead direct the numbers into a file (and NOT print them onto the screen). Here’s an example transcript showing what the user will see on the screen (example input is list in bold):

How many integers do you want to print? **7**

What is the first integer that you want printed? **4**

The program has successfully printed those numbers to the file!

Note that the program does not print the numbers to the screen, just to the file. When the program in the above example is done the file should contain

4 5 6 7 8 9 10

**What you need to do for this exercise:**

1. Implement the method Output\_Numbers() (in the class named File\_Exercises) so that it behaves as described above  
   1. Don’t forget to close the file by calling the Dispose method!
   2. You can choose the name of the file; make sure that you create the file inside the ‘Files’ subfolder within the starter project.