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Thread: [Simple String Generator Source \[C#\]](#)

tflo - April 11, 2011, 7:40 pm

Coded in literally 10 minutes, mainly experimenting with the '?' operators.

Source (Added Comments):

Code using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

public class StringGenerator

{

/* global field(s) */

private Random provider;

public StringGenerator(int seed = -1)

{ /* specifying a default value makes the parameter optional.

* if the seed is the default value (-1) we are setting our random

* generator seed to the current system time in milliseconds, otherwise

* we are setting the seed to the user inputted.

* The ? : operators works like this:

* (condition) ? expression is true : expression is false;

*/

provider = new Random((seed == -1) ? DateTime.Now.Millisecond : seed);

}

private char newChar(bool useUpper) /* determine whether or not to use upper case letters */

{

return (char)((provider.Next(64, 90) + 1) + ((useUpper && provider.Next(2) == 0) ? 32 : 0));

/* if useUpper is true and the random value is 0 it will

* add 32 to make the decimal value in the upper case letter bounds.

*/

}

private char newNum()

{

return (provider.Next(10) + "").ToCharArray()[0];

/* adding a blank string automatically casts the expression to a string.

* converting to a char array and getting the first position is more simple

* then doing the ASCII value of the numbers.

*/

}

public string Generate(int length, bool useUpperCase = true)

{

string output = ""; /* declare the return string */

```
for (int pos = 0; pos < length; pos++) /* basic for syntax (declaration, condition, mutation) */  
    output += (provider.Next(2) == 0) ? newChar(useUpperCase) : newNum();  
    /* if our random value is 0 adds a new character otherwise it adds a new number. */  
return output;  
}  
}
```

Screen Shot:

Hell Guardian - April 11, 2011, 8:01 pm

Very Good For Beginners Or VB.net Coders who wants to move to C# Like Me :D

Kotei - April 11, 2011, 8:30 pm

Thanks for this, will help me learn more about C#.

tflo - April 11, 2011, 8:46 pm

Thanks guys! Added comments so you know exactly what I'm doing at each stage.