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Thread: [c# > vb conversion](#)

ToxicLexxi - March 11, 2018, 11:56 pm

Hi, ive been trying to convert c# code to vb.net, i found someone also trying to do it but they had no response on their post on another forum, here is where they got up to which is about the same where im stuck, i can convert most but the other sections such as reading the json file from the folder and such not too sure. Im not fluent in c#

here is the c# code

```
Code using System;
using System.IO;
using System.Reflection;
using System.Threading;
using System.Threading.Tasks;
using Google.Apis.Auth.OAuth2;
using Google.Apis.Services;
using Google.Apis.Upload;
using Google.Apis.Util.Store;
using Google.Apis.YouTube.v3;
using Google.Apis.YouTube.v3.Data;

{
    /// <summary>
    /// YouTube Data API v3 sample: upload a video.
    /// Relies on the Google APIs Client Library for .NET, v1.7.0 or higher.
    /// See https://developers.google.com/api-client-library/dotnet/get_started
    /// </summary>
    internal class UploadVideo
    {
        [STAThread]
        static void Main(string[] args)
        {
            Console.WriteLine("YouTube Data API: Upload Video");
            Console.WriteLine("=====");

            try
            {
                new UploadVideo().Run().Wait();
            }
            catch (AggregateException ex)
            {
                foreach (var e in ex.InnerExceptions)
                {
                    Console.WriteLine("Error: " + e.Message);
                }
            }

            Console.WriteLine("Press any key to continue...");
        }
    }
}
```

```

    Console.ReadKey();
}

private async Task Run()
{
    UserCredential credential;
    using (var stream = new FileStream("client_secrets.json", FileMode.Open, FileAccess.Read))
    {
        credential = await GoogleWebAuthorizationBroker.AuthorizeAsync(
            GoogleClientSecrets.Load(stream).Secrets,
            // This OAuth 2.0 access scope allows an application to upload files to the
            // authenticated user's YouTube channel, but doesn't allow other types of access.
            new[] { YouTubeService.Scope.YoutubeUpload },
            "user",
            CancellationToken.None
        );
    }

    var youtubeService = new YouTubeService(new BaseClientService.Initializer()
    {
        HttpClientInitializer = credential,
        ApplicationName = Assembly.GetExecutingAssembly().GetName().Name
    });

    var video = new Video();
    video.Snippet = new VideoSnippet();
    video.Snippet.Title = "Default Video Title";
    video.Snippet.Description = "Default Video Description";
    video.Snippet.Tags = new string[] { "tag1", "tag2" };
    video.Snippet.CategoryId = "22"; // See
https://developers.google.com/youtube/v3/docs/videoCategories/list
    video.Status = new VideoStatus();
    video.Status.PrivacyStatus = "unlisted"; // or "private" or "public"
    var filePath = @"REPLACE_ME.mp4"; // Replace with path to actual movie file.

    using (var fileStream = new FileStream(filePath, FileMode.Open))
    {
        var videosInsertRequest = youtubeService.Videos.Insert(video, "snippet,status", fileStream,
"video/*");
        videosInsertRequest.ProgressChanged += videosInsertRequest_ProgressChanged;
        videosInsertRequest.ResponseReceived += videosInsertRequest_ResponseReceived;

        await videosInsertRequest.UploadAsync();
    }
}

void videosInsertRequest_ProgressChanged(Google.Apis.Upload.IUploadProgress progress)
{
    switch (progress.Status)
    {
        case UploadStatus.Uploading:
            Console.WriteLine("{0} bytes sent.", progress.BytesSent);
            break;
    }
}

```

```

        case UploadStatus.Failed:
            Console.WriteLine("An error prevented the upload from completing.\n{0}",
progress.Exception);
            break;
        }
    }
}

```

```

void videosInsertRequest_ResponseReceived(Video video)
{
    Console.WriteLine("Video id '{0}' was successfully uploaded.", video.Id);
}
}

```

}This is the current code for vb where im also stuck at

Code Imports System

Imports System.IO

Imports System.Reflection

Imports System.Threading

Imports System.Threading.Tasks

Imports Google.Apis.Auth.OAuth2

Imports Google.Apis.Services

Imports Google.Apis.Upload

Imports Google.Apis.Util.Store

Imports Google.Apis.YouTube.v3

Imports Google.Apis.YouTube.v3.Data

```

Private Shared Sub Main(args As String())
    Console.WriteLine("YouTube Data API: Upload Video")
    Console.WriteLine("=====")

```

```

Try
    New UploadVideo().Run().Wait()
Catch ex As AggregateException
    For Each e As var In ex.InnerExceptions
        Console.WriteLine("Error: " + e.Message)
    Next
End Try

```

```

    Console.WriteLine("Press any key to continue...")
    Console.ReadKey()
End Sub

```

```

Private Function Run() As Task

```

```

    Dim credential As UserCredential

```

```

    Using stream = New FileStream("client_secrets.json", FileMode.Open, FileAccess.Read)

```

```

        ' This OAuth 2.0 access scope allows an application to upload files to the

```

```

        ' authenticated user's YouTube channel, but doesn't allow other types of access.

```

```

        credential = Await

```

```

GoogleWebAuthorizationBroker.AuthorizeAsync(GoogleClientSecrets.Load(stream).Secrets, New ()
{YouTubeService.Scope.YoutubeUpload}, "user", CancellationToken.None)

```

```

    End Using

```

```

Dim youtubeService__1 = New YouTubeService(New BaseClientService.Initializer() With { _
    Key .HttpClientInitializer = credential, _
    Key .ApplicationName = Assembly.GetExecutingAssembly().GetName().Name _
})

Dim video = New Video()
video.Snippet = New VideoSnippet()
video.Snippet.Title = "Default Video Title"
video.Snippet.Description = "Default Video Description"
video.Snippet.Tags = New String() {"tag1", "tag2"}
video.Snippet.CategoryId = "22"
' See https://developers.google.com/youtube/v3/docs/videoCategories/list
video.Status = New VideoStatus()
video.Status.PrivacyStatus = "unlisted"
' or "private" or "public"
Dim filePath = "REPLACE_ME.mp4"
' Replace with path to actual movie file.
Using fileStream = New FileStream(filePath, FileMode.Open)
    Dim videosInsertRequest = youtubeService__1.Videos.Insert(video, "snippet,status",
fileStream, "video/*")
    AddHandler videosInsertRequest.ProgressChanged, AddressOf
videosInsertRequest_ProgressChanged
    AddHandler videosInsertRequest.ResponseReceived, AddressOf
videosInsertRequest_ResponseReceived

    Await videosInsertRequest.UploadAsync()
End Using
End Function

Private Sub videosInsertRequest_ProgressChanged(progress As
Google.Apis.Upload.IUploadProgress)
    Select Case progress.Status
        Case UploadStatus.Uploading
            Console.WriteLine("{0} bytes sent.", progress.BytesSent)
            Exit Select

        Case UploadStatus.Failed
            Console.WriteLine("An error prevented the upload from completing." & vbCrLf & "{0}",
progress.Exception)
            Exit Select
    End Select
End Sub

Private Sub videosInsertRequest_ResponseReceived(video As Video)
    Console.WriteLine("Video id '{0}' was successfully uploaded.", video.Id)
End Sub
End Class
About 9-10 errors, here they are

New UploadVideo().Run().Wait() 'syntax error for 'New'
Type 'var' is not defined (For Each e As Var in ex.InnerExceptoons)
'Await' not declared (credential = Await Google) also end of statement expected
'Key' (end of statement expected)

```

'youtubeService__1' (not declared)
'Progress Changed' not an event of 'Object'
'ResoinseRecieved' not event of object
and 'await' once again; not declared

HFDone - *March 12, 2018, 6:22 am*

Call New UploadVideo().Run().Wait() (add call)
For Each e in ex.InnerExceptoons (delete var)
maybe framework version or async missing ('Await' not declared)
add Async Function Run() As Task (add async to function)
delete (Key)
cus the key error you get it youtubeService__1 not declared