

1 System.IO.StringReader Class

2
3

```
4 [ILASM]  
5 .class public serializable StringReader extends  
6 System.IO.TextReader  
  
7 [C#]  
8 public class StringReader: TextReader
```

9 Assembly Info:

- 10 • Name: mscorlib
- 11 • Public Key: [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00]
- 12 • Version: 1.0.x.x
- 13 • Attributes:
 - 14 ○ CLSCompliantAttribute(true)

15 Implements:

- 16 • System.IDisposable

17 Summary

18

19 Implements a **System.IO.TextReader** that reads from a string.

20 Inherits From: System.IO.TextReader

21

22 **Library:** BCL

23

24 **Thread Safety:** All public static members of this type are safe for multithreaded
25 operations. No instance members are guaranteed to be thread safe.

26

27

28

1 StringReader(System.String) Constructor

```
2 [ILASM]  
3 public rtspecialname specialname instance void .ctor(string  
4 s)  
5  
6 [C#]  
7 public StringReader(string s)
```

7 Summary

8 Constructs and initializes a new instance of the
9 **System.IO.StringReader** class that reads from the specified string.

10 Parameters

| Parameter | Description |
|-----------|------------------------------------------------|
| s | The System.String to be initialized to. |

14 Exceptions

| Exception | Condition |
|-------------------------------------|--------------------|
| System.ArgumentNullException | s is null . |

1 StringReader.Close() Method

```
2 [ILASM]  
3 .method public hidebysig virtual void Close()  
4 [C#]  
5 public override void Close()
```

6 Summary

7 Closes the **System.IO.StringReader**.

8 Description

9 Following a call to **System.IO.StringReader.Close**, other
10 **System.IO.StringReader** methods on the current instance will throw
11 an exception.

12
13 [*Note:* This version of **System.IO.StringReader.Close** is equivalent
14 to **System.IO.StringReader.Dispose(true)**.

15
16 This method overrides **System.IO.Stream.Close.**]

17

1 StringReader.Dispose(System.Boolean)

2 Method

```
3 [ILASM]  
4 .method family hidebysig virtual void Dispose(bool  
5 disposing)  
  
6 [C#]  
7 protected override void Dispose(bool disposing)
```

8 Summary

9 Releases system resources used by the current instance.

10 Parameters

11
12

| Parameter | Description |
|------------------|----------------------------------------------------------------------------------------------------------------|
| <i>disposing</i> | true to release both managed and unmanaged resources; false to release only unmanaged resources. |

13
14

14 Description

15 When the *disposing* parameter is **true**, this method releases all
16 resources held by any managed objects that this
17 **System.IO.StringReader** references. This method invokes the
18 **Dispose()** method of each referenced object.
19

20 [Note: **System.IO.StringReader.Dispose** may be called multiple
21 times by other objects. When overriding
22 **System.IO.StringReader.Dispose(System.Boolean)**, be careful
23 not to reference objects that have been previously disposed in an
24 earlier call to **System.IO.StringReader.Dispose**.]

25

1 StringReader.Peek() Method

```
2 [ILASM]  
3 .method public hidebysig virtual int32 Peek()  
4 [C#]  
5 public override int Peek()
```

6 Summary

7 Returns the next available character but does not advance the reader's
8 position in the underlying string.

9 Return Value

10

11 The next character to be read as a **System.Int32**, or -1 if no more
12 characters are available.

13 Description

14 The current position of the **System.IO.StringReader** is not changed
15 by this operation.

16

17 [*Note:* This method returns -1 is when the end of the underlying string
18 is reached because a Unicode character can contain only values
19 between hexadecimal 0x0000 to 0xFFFF (0 to 65535).
20

20

21 This method overrides **System.IO.TextReader.Peek.**]

22 Exceptions

23

24

| Exception | Condition |
|---------------------------------------|-------------------------------|
| System.ObjectDisposedException | The current reader is closed. |

25

26

27

1 `StringReader.Read(System.Char[],` 2 `System.Int32, System.Int32)` Method

```
3 [ILASM]  
4 .method public hidebysig virtual int32 Read(class  
5 System.Char[] buffer, int32 index, int32 count)  
  
6 [C#]  
7 public override int Read(char[] buffer, int index, int  
8 count)
```

9 Summary

10 Reads a block of characters from the input string.

11 Parameters

12
13

| Parameter | Description |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>buffer</i> | A System.Char array. When this method returns, contains the specified character array with the values between <i>index</i> and (<i>index</i> + <i>count</i> - 1) replaced by the characters read from the current source. |
| <i>index</i> | A System.Int32 that specifies the starting index in the buffer. |
| <i>count</i> | A System.Int32 that specifies the number of characters to read. |

14
15
16

Return Value

17 A **System.Int32** containing the total number of characters read into
18 the buffer, or zero if the end of the underlying string has been
19 reached.

20 Description

21 [Note: This method overrides **System.IO.TextReader.Read**.]

22 Exceptions

23
24

| Exception | Condition |
|-------------------------------------------|----------------------------------------------------------|
| System.ArgumentNullException | <i>buffer</i> is null . |
| System.ArgumentException | (<i>index</i> + <i>count</i>) > <i>buffer</i> .Length. |
| System.ArgumentOutOfRangeException | <i>index</i> < 0 |
| | - or - |

1
2
3

| | |
|---------------------------------------|-------------------------------|
| | <i>count</i> < 0. |
| System.ObjectDisposedException | The current reader is closed. |

1 StringReader.Read() Method

```
2 [ILASM]  
3 .method public hidebysig virtual int32 Read()  
4 [C#]  
5 public override int Read()
```

6 Summary

7 Reads the next character from the input string and advances the
8 character position by one character.

9 Return Value

10

11 The next character from the underlying string as a **System.Int32**, or
12 -1 if no more characters are available.

13 Description

14 [*Note:* This method returns -1 is when the end of the underlying string
15 is reached because a Unicode character can contain only values
16 between hexadecimal 0x0000 to 0xFFFF (0 to 65535).
17

18 This method overrides **System.IO.TextReader.Read.**]

19 Exceptions

20

21

| Exception | Condition |
|---------------------------------------|-------------------------------|
| System.ObjectDisposedException | The current reader is closed. |

22

23

24

1 StringReader.ReadLine() Method

```
2 [ILASM]  
3 .method public hidebysig virtual string ReadLine()  
4 [C#]  
5 public override string ReadLine()
```

6 Summary

7 Reads a line from the underlying string.

8 Return Value

9

10 A **System.String** containing the next line from the underlying string,
11 or **null** if the end of the underlying string is reached.

12 Description

13 A line is defined as a sequence of characters followed by a carriage
14 return (0x000d), a line feed (0x000a), or a carriage return
15 immediately followed by a line feed. The resulting string does not
16 contain the terminating character(s).

17

18 [*Note:* This method overrides **System.IO.TextReader.ReadLine.**]

19 Exceptions

20

21

| Exception | Condition |
|---------------------------------------|----------------------------------------------------------------------------|
| System.ObjectDisposedException | The current reader is closed. |
| System.OutOfMemoryException | There is insufficient memory to allocate a buffer for the returned string. |

22

23

24

1 StringReader.ReadToEnd() Method

```
2 [ILASM]  
3 .method public hidebysig virtual string ReadToEnd()  
4 [C#]  
5 public override string ReadToEnd()
```

6 Summary

7 Returns the underlying string from the current position to the end.

8 Return Value

9

10 A **System.String** containing the content from the current position to
11 the end of the underlying string.

12 Description

13 [*Note:* This method overrides **System.IO.TextReader.ReadToEnd.**]

14 Exceptions

15

16

| Exception | Condition |
|---------------------------------------|----------------------------------------------------------------------------|
| System.ObjectDisposedException | The current reader is closed. |
| System.OutOfMemoryException | There is insufficient memory to allocate a buffer for the returned string. |

17

18