



# A Console Progress Bar in C#

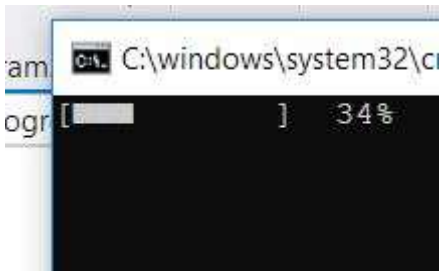


**honey the codewitch**

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Easily add progress reporting to your console apps

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## Introduction

I write a lot of console apps, often tools and utilities that generate source code and other files. Sometimes, this generation can take some time and it would be nice to be able to report progress to the user.

I've seen a lot of progress bars for Winforms and WPF but not much of anything for the console, and yet it strikes me as something pretty useful.

## Using this Mess

You can call `ConsoleUtility.WriteProgressBar()` to report a progress with a known amount of work to be done, or `ConsoleUtility.WriteProgress()` to report a progress with an unknown amount of work to be done. The first parameter in any case is the progress. For the open ended progress (`WriteProgress()`), the first parameter is simply an integer value that gets incremented each time. For the bar, it's a number between 0 and 100, inclusive. The second parameter should be `false` the first time the method is called, and `true` for subsequent times. This demo code should demonstrate:

```
ConsoleUtility.WriteProgressBar(0);
for (var i = 0; i <= 100; ++i)
{
    ConsoleUtility.WriteProgressBar(i, true);
    Thread.Sleep(50);
}
Console.WriteLine();
ConsoleUtility.WriteProgress(0);
for (var i = 0; i <= 100; ++i)
```



## About the Author



### honey the codewitch

United States 

Just a shiny lil monster. Casts spells in C++. Mostly harmless.

## Comments and Discussions

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