

Reading resources

```
using System;
using System.Resources;
using System.Collections;

public class MainClass {
    public static void DumpResources(string resName) {
        ResourceReader reader = new ResourceReader(resName);
        IDictionaryEnumerator en = reader.GetEnumerator();
        while (en.MoveNext()) {
            Console.WriteLine("Resource Name: [{0}] = {1}", en.Key,
                en.Value);
        }
        reader.Close();
    }

    public static void DumpAResource(string resName, string
        keyName) {
        try {
            ResourceManager rMgr = new ResourceManager(resName,
                System.Reflection.Assembly.GetExecutingAssembly());
            Console.WriteLine("Resource: {0}", rMgr.GetString(keyName));
        } catch (Exception e) {
            Console.WriteLine("Exception creating manager {0}", e);
        }
        return;
    }

    public static void Main(string[] args) {
        for (int i = 0; i < args.Length; ++i) DumpAResource("English",
            args[i]); DumpResources("English1.resources"); } } [/csharp]
```