

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]
```