

How to decode codablock F in C# with ByteScout BarCode Reader SDK

The tutorial below will demonstrate how to decode codablock F in C#

The coding tutorials are designed to help you test the features without need to write your own code. ByteScout BarCode Reader SDK: the barcode decoder with support for code 39, code 128, QR Code, Datamatrix, GS1, PDF417 and all other popular barcodes. Can read barcodes from images, pdf, tiff documents and live web camera. Supports noisy and damaged documents, can split and merge pdf and tiff documents based on barcodes. Can export barcode decoder results to XML, JSON, CSV and into custom data structures. It can decode codablock F in C#.

C# code samples for C# developers help to speed up coding of your application when using ByteScout BarCode Reader SDK. This C# sample code is all you need for your app. Just copy and paste the code, add references (if needs to) and you are all set! Enjoy writing a code with ready-to-use sample C# codes.

You can download free trial version of ByteScout BarCode Reader SDK from our website to see and try many others source code samples for C#.

Program.cs

```
using System;
using System.IO;
using Bytescout.BarCodeReader;

namespace ReadCodablockF
{
    class Program
    {
        const string ImageFile = "codablockF.png";

        static void Main()
        {
            Console.WriteLine("Reading barcode(s) from image {0}", Path.GetFullPath(ImageFile));

            Reader reader = new Reader();
            reader.RegistrationName = "demo";
            reader.RegistrationKey = "demo";

            // Set barcode type to find
            reader.BarcodeTypesToFind.CodablockF = true;

            // Read barcodes
```

```

        FoundBarcode[] barcodes = reader.ReadFrom(ImageFile);

        foreach (FoundBarcode barcode in barcodes)
        {
            Console.WriteLine("Found barcode with type '{0}' and value '{1}'", barcode.Type, barcode.Value);
        }

        // Cleanup
        reader.Dispose();

        Console.WriteLine("Press any key to exit..");
        Console.ReadKey();
    }
}
}

```

ReadCodablockF.NETCore.csproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project Sdk="Microsoft.NET.Sdk">
  <PropertyGroup>
    <OutputType>Exe</OutputType>
    <TargetFramework>netcoreapp2.0</TargetFramework>
    <EnableDefaultCompileItems>>false</EnableDefaultCompileItems>
    <GenerateAssemblyCompanyAttribute>>false</GenerateAssemblyCompanyAttribute>
    <GenerateAssemblyConfigurationAttribute>>false</GenerateAssemblyConfigurationAttribute>
    <GenerateAssemblyFileVersionAttribute>>false</GenerateAssemblyFileVersionAttribute>
    <GenerateAssemblyInformationalVersionAttribute>>false</GenerateAssemblyInformationalVersionAttribute>
    <GenerateAssemblyProductAttribute>>false</GenerateAssemblyProductAttribute>
    <GenerateAssemblyTitleAttribute>>false</GenerateAssemblyTitleAttribute>
    <GenerateAssemblyVersionAttribute>>false</GenerateAssemblyVersionAttribute>
    <GenerateAssemblyCopyrightAttribute>>false</GenerateAssemblyCopyrightAttribute>
    <GenerateAssemblyTrademarkAttribute>>false</GenerateAssemblyTrademarkAttribute>
    <GenerateAssemblyCultureAttribute>>false</GenerateAssemblyCultureAttribute>
    <GenerateAssemblyDescriptionAttribute>>false</GenerateAssemblyDescriptionAttribute>
  </PropertyGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
    <None Include="codablockF.png">
      <CopyToOutputDirectory>Always</CopyToOutputDirectory>
    </None>
  </ItemGroup>
  <ItemGroup>
    <PackageReference Include="Microsoft.Windows.Compatibility" Version="2.0.0" />
  </ItemGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader">
      <SpecificVersion>False</SpecificVersion>
      <HintPath>c:\Program Files\Bytescout BarCode Reader SDK\netcoreapp2.0\Bytescout.BarCodeReader.dll</HintPath>
    </Reference>
  </ItemGroup>

```

```
</ItemGroup>
</Project>
```

ReadCodablockF.VS2005.csproj

```
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003"
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>8.0.50727</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadCodablockF</RootNamespace>
    <AssemblyName>ReadCodablockF</AssemblyName>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader, Version=8.20.0.1340, Culture=neutral,
      <SpecificVersion>False</SpecificVersion>
      <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net2.00\Bytescout.BarCodeReader.dll" />
    </Reference>
    <Reference Include="System" />
    <Reference Include="System.Data" />
    <Reference Include="System.Drawing" />
    <Reference Include="System.Xml" />
  </ItemGroup>
  <ItemGroup>
    <Compile Include="Program.cs" />
  </ItemGroup>
  <ItemGroup>
    <Content Include="codablockF.png">
      <CopyToOutputDirectory>Always</CopyToOutputDirectory>
    </Content>
  </ItemGroup>
```

```

<Import Project="$(MSBuildBinPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
    Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

ReadCodablockF.VS2008.csproj

```

<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003"
  >
  <PropertyGroup>
    <Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>
    <Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>
    <ProductVersion>9.0.30729</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadCodablockF</RootNamespace>
    <AssemblyName>ReadCodablockF</AssemblyName>
    <OldToolsVersion>2.0</OldToolsVersion>
    <TargetFrameworkVersion>v3.5</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <ItemGroup>
    <Reference Include="Bytescout.BarCodeReader, Version=8.20.0.1340, Culture=neutral,
      <SpecificVersion>False</SpecificVersion>
      <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net3.50\Bytescout.BarCodeReader.dll" />
    </Reference>
    <Reference Include="System" />
    <Reference Include="System.Data" />
    <Reference Include="System.Drawing" />
    <Reference Include="System.Xml" />
  </ItemGroup>

```

```

</ItemGroup>
<ItemGroup>
  <Compile Include="Program.cs" />
</ItemGroup>
<ItemGroup>
  <Content Include="codablockF.png">
    <CopyToOutputDirectory>Always</CopyToOutputDirectory>
  </Content>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
      Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

ReadCodablockF.VS2010.csproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>
</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadCodablockF</RootNamespace>
    <AssemblyName>ReadCodablockF</AssemblyName>
    <OldToolsVersion>3.5</OldToolsVersion>
    <TargetFrameworkVersion>v4.0</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug\</OutputPath>
    <DefineConstants>DEBUG;TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release\</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
  </PropertyGroup>

```

```
<WarningLevel>4</WarningLevel>
</PropertyGroup>
<ItemGroup>
  <Reference Include="Bytescout.BarCodeReader, Version=8.20.0.1340, Culture=neutral,
    <SpecificVersion>False</SpecificVersion>
    <HintPath>C:\Program Files\Bytescout BarCode Reader SDK\net4.00\Bytescout.BarCode
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Drawing" />
  <Reference Include="System.Xml" />
</ItemGroup>
<ItemGroup>
  <Compile Include="Program.cs" />
</ItemGroup>
<ItemGroup>
  <Content Include="codablockF.png">
    <CopyToOutputDirectory>Always</CopyToOutputDirectory>
  </Content>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />
<!-- To modify your build process, add your task inside one of the targets below and
  Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>
```

FOR MORE INFORMATION AND FREE TRIAL:

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