

How to decode UPC E in C# and ByteScout BarCode Reader SDK

How to code in C# to decode UPC E with this step-by-step tutorial

We made thousands of pre-made source code pieces for easy implementation in your own programming projects. ByteScout BarCode Reader SDK: the SDK for barcode decoding. Can read all popular types from Code 128, GS1, UPC and Code 39 to QR Code, Datamatrix, PDF417. Images, pdf, TIF images and live web camera are supported as input. Designed to handle documents with noise and defects. Includes optional splitter and merger for pdf and tiff based on barcodes. Batch mode is optimized for high performance with multiple threads. Decoded values can be exported to XML, JSON, CSV or into custom data format. It can decode UPC E in C#.

This rich sample source code in C# for ByteScout BarCode Reader SDK includes the number of functions and options you should do calling the API to decode UPC E. Just copy and paste the code into your C# application's code and follow the instruction. Use of ByteScout BarCode Reader SDK in C# is also explained in the documentation included along with the product.

Download free trial version of ByteScout BarCode Reader SDK from our website with this and other source code samples for C#.

Program.cs

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

namespace ReadUPCE
{
    class Program
    {
        const string ImageFile = "UPCE.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.UPCE = 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();
}
}
}
}
}

```

ReadUPCE.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="UPCE.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>

```

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

ReadUPCE.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>ReadUPCE</RootNamespace>
    <AssemblyName>ReadUPCE</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.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="UPCE.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>

```

ReadUPCE.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>9.0.21022</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C664E764-C424-4CD5-AF69-F6B05FB17BA8}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <RootNamespace>ReadUPCE</RootNamespace>
    <AssemblyName>ReadUPCE</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.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="UPCE.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>

```

ReadUPCE.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>ReadUPCE</RootNamespace>
    <AssemblyName>ReadUPCE</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>
  </PropertyGroup>

```

```
<ErrorReport>prompt</ErrorReport>
<WarningLevel>4</WarningLevel>
</PropertyGroup>
<ItemGroup>
  <Reference Include="Bytescout.BarCodeReader">
    <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="UPCE.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>
```

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