## How to export to list with spreadsheet sdk in C# using ByteScout Barcode Suite

If you want to learn more then this tutorial will show how to export to list with spreadsheet sdk in C#

Source code documentation samples give simple and easy method to install a needed feature into your application. ByteScout Barcode Suite can export to list with spreadsheet sdk. It can be applied from C#. ByteScout Barcode Suite is the bundle that privides 3 SDK products to generate barcodes (Barcode SDK), read barcodes (Barcode Reaer SDK) and read and write spreadsheets (Spreadsheet SDK).

This prolific sample source code in C# for ByteScout Barcode Suite contains various functions and other necessary options you should do calling the API to export to list with spreadsheet sdk. IF you want to implement the functionality, just copy and paste this code for C# below into your code editor with your app, compile and run your application. Use of ByteScout Barcode Suite in C# is also described in the documentation included along with the product.

All these programming tutorials along with source code samples and ByteScout free trial version are available for download from our website.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Barcode Suite

**Explore API Documentation** 

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visit www.ByteScout.com

Source Code Files:

```
using System;
using System.Collections;
namespace Bytescout.Spreadsheet.Demo.Csharp.ExportToList
{
    class Program
    {
        static void Main(string[] args)
            const string inputFile = @"ListOfPlanetsSpreadsheet.xls";
            Spreadsheet spreadsheet = new Spreadsheet();
            spreadsheet.LoadFromFile(inputFile);
            IList planets = new string[10, 10];
            spreadsheet.ExportToList(planets);
            // Close spreadsheet
            spreadsheet.Close();
            string[,] planetsArray = planets as string[,];
            for (int i = 0; i < planetsArray.GetLength(0); i++)</pre>
                for (int j = 0; j < planetsArray.GetLength(1); j++)</pre>
                     Console.Write(planetsArray[i, j] + " ");
                Console.WriteLine();
            }
            Console.ReadLine();
        }
    }
}
```

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