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text recognition API in C# with ByteScout Cloud API Server

Learn to code text recognition API in C#: How-To tutorial

We regularly create and update our sample code library so you may quickly learn text recognition API and the step-by-step process in C#. ByteScout Cloud API Server helps with text recognition API in C#. ByteScout Cloud API Server is the ready to deploy Web API Server that can be deployed in less than thirty minutes into your own in-house Windows server (no Internet connnection is required to process data!) or into private cloud server. Can store data on in-house local server based storage or in Amazon AWS S3 bucket. Processing data solely on the server using built-in ByteScout powered engine, no cloud services are used to process your data!.

C# code snippet like this for ByteScout Cloud API Server works best when you need to quickly implement text recognition API in your C# application. Just copy and paste this C# sample code to your C# application's code editor, add a reference to ByteScout Cloud API Server (if you haven't added yet) and you are ready to go! Enjoy writing a code with ready-to-use sample C# codes to implement text recognition API using ByteScout Cloud API Server.

Trial version can be downloaded from our website for free. It contains this and other source code samples for C#.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Cloud API Server

Explore API Documentation

Get Free Training for ByteScout Cloud API Server

Get Free API key for Web API

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Source Code Files:

ByteScoutWebApiExample.sln

```
Microsoft Visual Studio Solution File, Format Version 12.00
# Visual Studio 2013
VisualStudioVersion = 12.0.40629.0
MinimumVisualStudioVersion = 10.0.40219.1
Project("{FAE04EC0-301F-11D3-BF4B-00C04F79EFBC}") = "ByteScoutWebApiExample", "ByteScou
EndProject
Global
	GlobalSection(SolutionConfigurationPlatforms) = preSolution
		Debug|Any CPU = Debug|Any CPU
		Release|Any CPU = Release|Any CPU
	EndGlobalSection
	GlobalSection(ProjectConfigurationPlatforms) = postSolution
		{1E1C2C34-017E-4605-AE2B-55EA3313BE51}.Debug|Any CPU.ActiveCfg = Debug
		{1E1C2C34-017E-4605-AE2B-55EA3313BE51}.Debug|Any CPU.Build.0 = Debug|Ar
		{1E1C2C34-017E-4605-AE2B-55EA3313BE51}.Release|Any CPU.ActiveCfg = Rele
		{1E1C2C34-017E-4605-AE2B-55EA3313BE51}.Release|Any CPU.Build.0 = Releas
	EndGlobalSection
	GlobalSection(SolutionProperties) = preSolution
		HideSolutionNode = FALSE
	EndGlobalSection
EndGlobal
```

Program.cs

```
using System;
using System.Collections.Generic;
using System.IO;
using System.Net;
using System.Threading;
using Newtonsoft.Json;
using Newtonsoft.Json.Linq;

// Cloud API asynchronous "PDF To Text" job example.
// Allows to avoid timeout errors when processing huge or scanned PDF documents.

// Please NOTE: In this sample we're assuming Cloud Api Server is hosted at "https://lo
// If it's not then please replace this with with your hosting url.
namespace ByteScoutWebApiExample
{
	class Program
    {
        private const string BaseUrl = "http://localhost";

		// Source file for conversion
		const string SourceFile = @".\ocr-sample.pdf";
```

```
// Comma-separated list of page indices (or ranges) to process. Leave empty for
        const string Pages = "";

// PDF document password. Leave empty for unprotected documents.
        const string Password = "";

// Destination TXT file name
        const string DestinationFile = @".\result.txt";

// (!) Make asynchronous job to avoid web request timeouts as OCR requires sig
const bool Async = true;


// Text recognition specific options:

// Keep text formatting
private const bool KeepFormatting = true;

// Unwrap paragraphs
private const bool Unwrap = true;

// Trim leading spaces
private const bool Trim = true;

        // OCR errors correction
private static string[] correctionSearch = new[] { "Oate", "|tem" };
private static string[] correctionReplace = new[] { "Date", "Item" };


        static void Main(string[] args)
        {
                // Create standard .NET web client instance
                WebClient webClient = new WebClient();

    string uploadedFileUrl = UploadFile(webClient, SourceFile);

    // Prepare request body
    Dictionary<string, object> requestBody = new Dictionary<string, object>
    {
        { "url", uploadedFileUrl },
        { "name", Path.GetFileName(DestinationFile) },
        { "async", Async },
        { "pages", Pages },
        { "password", Password },
        { "keepFormatting", KeepFormatting },
        { "unwrap", Unwrap },
        { "trim", Trim },
        { "correctSearch", correctionSearch },
        { "correctReplace", correctionReplace }
    };

    // Convert body to JSON
    string jsonBody = JsonConvert.SerializeObject(requestBody);

    // URL for `/text/ocr` API endpoint
    string query = {code}quot;{BaseUrl}/text/ocr";

                try
                {
```

```
                // Execute request
                string response = webClient.UploadString(query, "POST"

                // Parse JSON response
                JObject json = JObject.Parse(response);

                if (json["error"].ToObject<bool>() == false)
                {
                        // Asynchronous job ID
                        string jobId = json["jobId"].ToString();
                        // URL of generated TXT file that will be avai
                        string resultFileUrl = json["url"].ToString();

                        // Check the job status in a loop.
                        // If you don't want to pause the main thread y
                        // to use a separate thread for the status che
                        do
                        {
                                string status = CheckJobStatus(webClie

                                // Display timestamp and status (for de
                                Console.WriteLine(DateTime.Now.ToLongT

                                if (status == "success")
                                {
                                        // Download text file
                                        webClient.DownloadFile(resultF

                                        Console.WriteLine("Generated TX
                                        break;
                                }
                                else if (status == "working")
                                {
                                        // Pause for a few seconds
            AutoResetEvent @event = new AutoResetEvent(false);
            @event.WaitOne(3000);
                                }
                                else
                                {
                                        Console.WriteLine(status);
                                        break;
                                }
                        }
                        while (true);
                }
                else
                {
                        Console.WriteLine(json["message"].ToString());
                }
        }
        catch (WebException e)
        {
                Console.WriteLine(e.ToString());
        }

        webClient.Dispose();

        Console.WriteLine();
        Console.WriteLine("Press any key...");
        Console.ReadKey();
```

```
                }

        static string UploadFile(WebClient webClient, string sourceFileName)
        {
            // 1. RETRIEVE THE PRESIGNED URL TO UPLOAD THE FILE.

                        // Prepare URL for `Get Presigned URL` API call
                        string query = Uri.EscapeUriString(string.Format(
                                "{0}/file/upload/get-presigned-url?contenttype=applicat
                BaseUrl,
                                Path.GetFileName(sourceFileName)));

                        try
                        {
                                // Execute GET request
                                string response = webClient.DownloadString(query);

                                // Parse JSON response
                                JObject json = JObject.Parse(response);

                                if (json["error"].ToObject<bool>() == false)
                                {
                                        // Get URL to use for the file upload
                                        string uploadUrl = json["presignedUrl"].ToStrin
                    // Get file URL to use for processing
                                        string uploadedFileUrl = json["url"].ToString(

                                        // 2. UPLOAD FILE TO CLOUD.

                                        webClient.Headers.Add("content-type", "applicat
                                        webClient.UploadFile(uploadUrl, "PUT", sourceF
                                        webClient.Headers.Remove("content-type");

                    return uploadedFileUrl;
                }
                                else
                                {
                                        Console.WriteLine(json["message"].ToString());
                                }
                        }
                        catch (WebException e)
                        {
                                Console.WriteLine(e.ToString());
                        }

            return null;
        }

                static string CheckJobStatus(WebClient webClient, string jobId)
                {
            string url = {code}quot;{BaseUrl}/job/check?jobid={jobId}";

            string response = webClient.DownloadString(url);
            JObject json = JObject.Parse(response);

            return Convert.ToString(json["status"]);
        }
        }
}
```

packages.config

```
<?xml version="1.0" encoding="utf-8"?>
<packages>
  <package id="Newtonsoft.Json" version="10.0.3" targetFramework="net40" />
</packages>
```

VIDEO

https://www.youtube.com/watch?v=NEwNs2b9YN8

ON-PREMISE OFFLINE SDK

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