## CODE FOR FILE SYSTEMS AND ITS IMPLEMENTATION

```
CODE:
import os
class File:
  def __init__(self, name, content=""):
     self.name = name
     self.content = content
class Directory:
  def __init__(self, name):
     self.name = name
     self.children = {}
  def add_child(self, child):
     self.children[child.name] = child
class FileSystem:
  def __init__(self):
     self.root = Directory("root")
```

```
def create_file(self, path, content=""):
  path_components = path.split("/")
  parent_dir = self.root
  for component in path_components[:-1]:
    if component not in parent_dir.children:
       new_dir = Directory(component)
       parent_dir.add_child(new_dir)
    parent_dir = parent_dir.children[component]
  file_name = path_components[-1]
  new_file = File(file_name, content)
  parent_dir.add_child(new_file)
def display_directory_structure(self, directory=None, indent=0):
  if directory is None:
    directory = self.root
  print(" " * indent + directory.name + "/")
  for child in directory.children.values():
    if isinstance(child, Directory):
       self.display_directory_structure(child, indent + 1)
    else:
       print(" " * (indent + 1) + child.name)
```

# Example usage:

```
fs = FileSystem()
fs.create_file("root/documents/example.txt", "This is an example file.")
fs.create_file("root/documents/test.txt", "This is another file.")
fs.create_file("root/pictures/photo.jpg")
fs.display_directory_structure()
```