using System;

using System.Collections.Generic;

using System.IO;

using System.Text;

namespace MyNamespace

{

class Book

{

public int Id { get; set; }

public string Author { get; set; }

public string Genre { get; set; }

public string Title { get; set; }

public override string ToString()

{

return $"ID : {Id} Author : {Author} Genre : {Genre} Title : {Title}";

}

}

class Program

{

static string CURRENT\_PATH = "";

static void StartTerminal()

{

CURRENT\_PATH = Directory.GetCurrentDirectory();

while (true)

{

Console.WriteLine(CURRENT\_PATH + ">");

string command = Console.ReadLine();

if (command == "cd ../")

{

var dir = new DirectoryInfo(CURRENT\_PATH);

CURRENT\_PATH = dir.Parent.FullName;

}

else if (command == "tree")

{

ShowTreeOfDirectories(Environment.GetFolderPath(Environment.SpecialFolder.Desktop) + @"\Data");

}

}

}

private static void ShowTreeOfDirectories(string path)

{

var dirInfo = new DirectoryInfo(path);

Console.WriteLine(dirInfo.Name);

string title = "|\_\_\_\_\_";

Console.WriteLine(title);

var dirs=dirInfo.GetDirectories();

foreach (var dir in dirs)

{

title += "|\_\_\_\_\_";

Console.WriteLine(title+dir.Name);

var files=dir.GetFiles();

foreach (var file in files)

{

Console.WriteLine(file.Name.PadLeft(title.Length+30)+title);

}

title=title.Remove(title.Length - 8);

Console.WriteLine();

Console.WriteLine();

Console.WriteLine();

ShowTreeOfDirectories(dir.FullName);

}

}

static void Main(string[] args)

{

StartTerminal();

#region Stream Writer Write

List<Book> books = new List<Book>

{

new Book

{

Id=1,

Author="Dostoyevsky",

Genre="Criminal",

Title="Crime and Punishment"

},

new Book

{

Id=2,

Author="Robert Kiyosaki",

Genre="Self Improvement",

Title="Rich Dad Poor Dad"

},

new Book

{

Id=3,

Author="Albahari",

Genre="Programming",

Title="Nutshell 10"

}

};

//using (var fs = new FileStream("book.txt",FileMode.OpenOrCreate))

//{

// using (StreamWriter sw=new StreamWriter(fs,Encoding.UTF8))

// {

// // books.ForEach(b => Console.WriteLine(b));

// books.ForEach(b => sw.WriteLine(b));

// //string text=Console.ReadLine();

// //sw.WriteLine(text);

// }

//}

//using (var fs = new FileStream("book.txt", FileMode.OpenOrCreate))

//{

// using (var sr = new StreamReader(fs, Encoding.UTF8))

// {

// string text = sr.ReadToEnd();

// Console.WriteLine(text);

// }

//}

#endregion

#region Binary Writer Reader

//using (var fs = new FileStream("book.bin", FileMode.OpenOrCreate))

//{

// using (var bw = new BinaryWriter(fs))

// {

// var book = books[0];

// bw.Write(book.Id);

// bw.Write(book.Author);

// bw.Write(book.Genre);

// bw.Write(book.Title);

// Console.WriteLine("Process Completed");

// }

//}

//using (var fs=new FileStream("book.bin",FileMode.OpenOrCreate))

//{

// using (var br=new BinaryReader(fs))

// {

// var book = new Book

// {

// Id = br.ReadInt32(),

// Author = br.ReadString(),

// Genre = br.ReadString(),

// Title = br.ReadString(),

// };

// Console.WriteLine(book);

// }

//}

#endregion

//File FileInfo Directory DirectoryInfo

//File.Delete("book.bin");

//File.Copy("book.txt", Environment.GetFolderPath(Environment.SpecialFolder.Desktop) + @"\book\_copy.txt");

//File.Move("book.txt", Environment.GetFolderPath(Environment.SpecialFolder.Desktop) + @"\book.txt");

//var file\_path = Environment.GetFolderPath(Environment.SpecialFolder.Desktop) + @"\book.txt";

//FileInfo fileInfo = new FileInfo(file\_path);

//Console.WriteLine(fileInfo.FullName);

//Console.WriteLine(fileInfo.Name);

//Console.WriteLine(fileInfo.DirectoryName);

//Console.WriteLine(fileInfo.CreationTime);

//Console.WriteLine(fileInfo.Extension);

//string filename = Console.ReadLine();

//if (File.Exists(filename))

//{

// var result = File.ReadAllText(filename);

// Console.WriteLine(result);

//}

//else

//{

// Console.WriteLine($"This file {filename} does not exist ");

//}

//var dir = Directory.CreateDirectory(Environment.GetFolderPath(Environment.SpecialFolder.Desktop) + @"\Fruits");

//Console.WriteLine(dir.Parent.CreateSubdirectory("YeniFolder"));

//var appleDir = dir.CreateSubdirectory("Apple");

//var dir2 = dir.CreateSubdirectory("Mango");

//appleDir.CreateSubdirectory("Salam");

//var dir = Directory.CreateDirectory(Environment.GetFolderPath(Environment.SpecialFolder.Desktop));

//var directories = dir.GetDirectories();

//foreach (var item in directories)

//{

// item.Delete(true);

//}

//var dir = Directory.CreateDirectory(Environment.GetFolderPath(Environment.SpecialFolder.Desktop));

//var subDir=dir.CreateSubdirectory("Data");

//var files = dir.GetFiles();

//foreach (var file in files)

//{

// file.MoveTo(subDir.FullName+@"\"+ file.Name);

//}

}

}

}