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using System.IO;
using System;
class Program
{
    static void Main(string[] args)
    {
        string path = @"e:\esperanto\2.txt";

        System.Console.WriteLine("Hello, Jef Raskin!");
        DirectoryContent();
        // FileInfo fe = new FileInfo(path);
        // FileCopy1(fe);
        // DirectoryCheck();
        // FileCopy();
    }

    static void FileCopy1(FileInfo f){

        string s = "";
        s = "f:" + "\\" + f.DirectoryName.Substring(3);
        TestDir(s);
        s += "\\" + f.Name;

        try{
            f.CopyTo(s, true);
        }
        catch(Exception ex){
            Console.WriteLine("*** Ошибка от LJefRaskin.cs
\n\r"+ex+"\n\r***");
        }
        Console.WriteLine(s);

    }

    static void TestDir(string s){

        DirectoryInfo d = new DirectoryInfo(s);
        if (d.Exists) return;
        d.Create();
        return;

    }

    static void DirectoryContent(){

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DirectoryInfo di = new DirectoryInfo("E:\\esperanto");
Console.WriteLine("DIR:{0}\\n", di.FullName.ToString());

foreach (FileInfo f in di.GetFiles()){

    Console.WriteLine("Filename: {0}" , f.FullName);
    FileCopy1(f);

}

foreach (DirectoryInfo d in di.GetDirectories()) {

    ProcessDirs(d);

}
}

static void ProcessDirs(DirectoryInfo oD){

    foreach (FileInfo f in oD.GetFiles()){
        Console.WriteLine("Filename: {0}", f.FullName);
        FileCopy1(f);
    }
    foreach(DirectoryInfo d in oD.GetDirectories()){
        ProcessDirs(d);
    }

}

static void DirectoryCheck(){

    string DirName = "E:\\esperanto";

    if(Directory.Exists(DirName)){

        Console.WriteLine("\nCatalogs: ");
        string[] dirs = Directory.GetDirectories(DirName);

        foreach (string s in dirs){

            Console.WriteLine(s);

        }
        Console.WriteLine();
        Console.WriteLine("Files: ");
        string[] files = Directory.GetFiles(DirName);

        foreach (string s in files){

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        Console.WriteLine(s);
    }
}
}
```