using System;

using System.IO;

class Test

{

    public static void Main()

    {

        // Specify the directories you want to manipulate.

        string path = @"c:\MyDir";

        string target = @"c:\TestDir";

        try

        {

            // Determine whether the directory exists.

            if (!Directory.Exists(path))

            {

                // Create the directory it does not exist.

                Directory.CreateDirectory(path);

            }

            if (Directory.Exists(target))

            {

                // Delete the target to ensure it is not there.

                Directory.Delete(target, true);

            }

            // Move the directory.

            Directory.Move(path, target);

            // Create a file in the directory.

            File.CreateText(target + @"\myfile.txt");

            // Count the files in the target directory.

            Console.WriteLine("The number of files in {0} is {1}",

                target, Directory.GetFiles(target).Length);

        }

        catch (Exception e)

        {

            Console.WriteLine("The process failed: {0}", e.ToString());

        }

        finally {}

    }

}