

```
#include <stdio.h>
#include <stdlib.h>
#include <dirent.h>
#include <string.h>
#include <unistd.h>

char *filetype(unsigned char type) {
    char *str;
    switch(type) {
        case DT_BLK: str = "block device"; break;
        case DT_CHR: str = "character device"; break;
        case DT_DIR: str = "directory"; break;
        case DT_FIFO: str = "named pipe (FIFO)"; break;
        case DT_LNK: str = "symbolic link"; break;
        case DT_REG: str = "regular file"; break;
        case DT_SOCK: str = "UNIX domain socket"; break;
        case DT_UNKNOWN: str = "unknown file type"; break;
        default: str = "UNKNOWN";
    }
    return str;
}

void filetraverse(DIR* pd, int indent, char* dname) {
    chdir(dname);
    struct dirent* dnt;
    int count = 1;
    while ((dnt = readdir(pd)) != NULL) {
        int i; for (i = 0; i < indent; i++) {printf("\t");} //cruft to handle indentation, look away

        printf("[%d] %s (%s)\n", count, dnt->d_name, filetype(dnt->d_type));
        if (DT_DIR == dnt->d_type &&
            strcmp(dnt->d_name, "..") != 0 &&
            strcmp(dnt->d_name, ".") != 0 &&
            pd != NULL) {
            DIR* child_dir;
            char* fullpath = dnt->d_name;
            child_dir = opendir(fullpath);
            if (child_dir != NULL) {
                filetraverse(child_dir, indent + 1, dnt->d_name);
                chdir("..");
            }
        }
        count++;
    }
    closedir(pd);
}

int main (int argc, char **argv) {
    DIR* parentDir;
    if (argc < 2) {
        printf ("Usage: %s <dirname>\n", argv[0]);
        exit(-1);
    }
    parentDir = opendir(argv[1]);
    if (parentDir == NULL) {
        printf ("Error opening directory '%s'\n", argv[1]);
        exit (-1);
    }
    //https://stackoverflow.com/a/298518/9295513
```

```
    char* retval;  
    getcwd(retval, sizeof(retval));  
    filetraverse(parentDir, 0, argv[1]);  
    chdir(retval);  
    return 0;  
}
```