using System;

using System.IO;

using System.Collections;

using System.Collections.Generic;

namespace DemoApplication

{

public class Program

{

public static void Main()

{

string folderPath = @"/D/Test/";

// Ask the user to choose an option.

Console.WriteLine("Choose an option from the following list:");

Console.WriteLine("\t1 - Create Directory");

Console.WriteLine("\t2 - Create File");

Console.WriteLine("\t3 - Get All Files");

Console.WriteLine("\t4 - Get All Files in new text file");

Console.Write("Your option? ");

switch (Console.ReadLine())

{

case "1":

Console.WriteLine("Type a folder name, and then press Enter:");

string folderName = Console.ReadLine();

Directory.CreateDirectory(folderPath + folderName);

Console.WriteLine(folderName + " Folder Created.");

break;

case "2":

Console.WriteLine("Type a file name, and then press Enter:");

string fileName = Console.ReadLine();

File.Create(folderPath + fileName);

Console.WriteLine(fileName + " File Created.");

break;

case "3":

//get file path

string[] filesPath = Directory.GetFiles(folderPath, "\*", SearchOption.AllDirectories);

//create a list contain file name

List<string> elements = new List<string>();

foreach (string file in filesPath)

{

//get file name

string fileNameg = Path.GetFileName(file).ToLower();

elements.Add(fileNameg);

}

//create a list contain unique file name

List<string> myList = elements.Distinct().ToList();

foreach (var el in myList)

{

Console.WriteLine(el);

}

break;

case "4":

string newFilepath = @"/D/newFilePath.txt";

//get file path

string[] getfilesPath = Directory.GetFiles(folderPath, "\*", SearchOption.AllDirectories);

//check file is exists or not and if exists then delete file

if (File.Exists(newFilepath))

{

File.Delete(newFilepath);

}

// Create a new file

using (StreamWriter sw = File.CreateText(newFilepath))

{

List<string> elementss = new List<string>();

foreach (string file in getfilesPath)

{

//get file name

string fileNameg = Path.GetFileName(file).ToLower();

elementss.Add(fileNameg);

}

List<string> myListt = elementss.Distinct().ToList();

foreach (var el in myListt)

{

sw.WriteLine(el);

Console.WriteLine(el);

}

}

break;

}

Console.Write("Press any key to close...");

Console.ReadKey();

}

}

}