

Explaining the changes in Code Fix

Error Number 1

Old Code

```
foreach (string subdirectory in subdirectories)
{
    GetTxtFiles(directoryPath, txtFiles);
}
```

New Code

```
foreach (string subdirectory in subdirectories)
{
    GetTxtFiles(subdirectory, txtFiles);
}
```

Explanation

- Instead of passing subdirectory, the function incorrectly passes directoryPath again.
- This means that the recursion never actually enters subdirectories, causing it to keep scanning the same directory repeatedly.
- The program misses all .txt files inside nested folders.

Error Number 2

Old code

```
StreamWriter writer = null;
writer = File.AppendText(filePath);
writer.WriteLine(textToAppend);
```

New Code

```
using (StreamWriter writer = File.AppendText(filePath))
{
    writer.WriteLine(textToAppend);
}
```

Explanation

The StreamWriter is not properly closed, which can cause the following issues:

- The file may remain locked and inaccessible until the program terminates.
- If an error occurs, the file might stay open, preventing future writes.
- It can lead to memory inefficiency and resource leaks, especially when used repeatedly.