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\* DirectoryFileInfo: Part 2

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\* Core Topics:

\* 1. DirectoryInfo class properties and methods.

\* 2. DirectoryInfo collection.

\* 3. FileInfo class properties and methods.

\* 4. FileInfo collection.

\* 5. Recursive method for drilling down at all levels in directories.

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usingSystem**;**

usingSystem.Collections.Generic**;**

usingSystem.Linq**;**

usingSystem.Text**;**

usingSystem.IO**;**

namespaceDirectoryFileInfo

**{**

classProgram

**{**

conststring\_ROOT\_DIRECTORY\_NAME\_String=@"..\..\..\"**;**

conststring\_DIRECTORY\_NAME\_String="02\_DirectoryFileInfo"**;**

**static void DisplayDirectoryInfo(DirectoryInfo[] directories,**

**DirectoryInfo rootDirectory, int levelInt)**

**{**

**FileInfo[] files;**

for **(**inti=1**;** i<=levelInt**;** i++**)**

**{**

Console.Write**(**" "**);**

**}**

**files = rootDirectory.GetFiles();**

Console.WriteLine**(**"{0}: Files = {1}; Sub Directories = {2}"**,**

rootDirectory.**Name,**

**files.GetLength(0)**.ToString**(),**

**directories.GetLength(0)**.ToString**());**

++levelInt**;**

if **(**directories.GetLength**(**0**)** >0**)**

**{**

foreach **(**DirectoryInfodiindirectories**)**

**{**

**DisplayDirectoryInfo(di.GetDirectories(), di, levelInt);**

**}**

**}**

foreach **(**FileInfofileinfiles**)**

**{**

for **(**inti=1**;** i<=levelInt**;** i++**)**

**{**

Console.Write**(**" "**);**

**}**

Console.WriteLine**(**"{0}: {1}; {2} bytes"**,**

file.**Name,** file.**LastWriteTime,** file.**Length);**

**}**

**}**

staticvoidMain**()**

**{**

**DirectoryInfo[] directories;**

**DirectoryInfo rootDirectory =**

**new DirectoryInfo(\_ROOT\_DIRECTORY\_NAME\_String);**

**directories =**

**rootDirectory.GetDirectories(\_DIRECTORY\_NAME\_String,**

**SearchOption.AllDirectories);**

if **(**directories.**GetLength(0)** ==0**)**

**{**

Console.WriteLine**(**"{0} directory not found."**,**

\_DIRECTORY\_NAME\_String**);**

**}**

else

**{**

Console.WriteLine**(**

"\nFollowing is a list of sub directories and files for {0} directory: \n"**,**

\_DIRECTORY\_NAME\_String**);**

foreach **(**DirectoryInfodiindirectories**)**

**{**

**DisplayDirectoryInfo(di.GetDirectories(), di, 1);**

**}**

**}**

Console.Write**(**"\nPress any key to end."**);**

Console.ReadLine**();**

**}**

**}**

**}**