class Program

{

static void Main(string[] args)

{

string directoryPath = @"C:\YourDirectoryPath";

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

GetTxtFiles(directoryPath,txtFiles);

foreach(var file in txtFiles)

{

AppendTextToFile(file, "ASPEKT");

}

}

static void GetTxtFiles(string directoryPath, List<string> txtFiles)

{

string[] files = Directory.GetFiles(directoryPath, "\*.txt");

txtFiles.AddRange(files);

string[] subdirectories = Directory.GetDirectories(directoryPath);

foreach(string subdirectory in subdirectories)

{

**GetTxtFiles(subdirectory, txtFiles); // FIX**

}

}

static void AppendTextToFile(string filePath, string textToAppend)

{

**using (StreamWriter writer = File.AppendText(filePath))**

**{**

**writer.WriteLine(textToAppend);**

**}**

}

}

* In the **GetTxtFiles** method, the recursive call is passing the wrong directory path. It should pass **subdirectory** instead of **directoryPath**.

The current code is recursively calling **GetTxtFiles** with the same **directoryPath**, which will cause an infinite loop or at least unnecessary repeated processing of the same directory.

**Fix**: Change the recursive call to pass **subdirectory** instead of **directoryPath**.

* The **StreamWriter** object is not being properly disposed of, which could lead to resource leaks.

The **StreamWriter** should be disposed of after use to release the file handle and ensure that all data is flushed to the file.

**Fix**: Use a using statement to ensure that the **StreamWriter** is properly disposed of.