**Algorithms Of The Application:**

**STEP 1 :** START.

**STEP 2 :**  Get the path of the directory.

**STEP 3 :** Get the list of files in the directory specified by the path.

**STEP 4 :** Sort the list of files in ascending order.

**STEP 5 :** Print the names of the files in the sorted list.

**STEP 6 :** Prompt the user for an action (add, delete, search, or exit).

**STEP 7 :** If the action is "add", prompt the user for a filename.

**STEP 8 :** Create the file with the given name in the specified directory.

**STEP 9 :** Check if the file was created successfully.

**STEP 10:** If the file was created successfully, print a message indicating.

**STEP 11:** If the file was not created successfully, print an error message.

**STEP 12:** If the action is "delete", prompt the user for a filename.

**STEP 13 :** Check if the file with the given name exists in the specified directory.

**STEP 14 :** If the file exists, delete the file.

**STEP 15 :** If the file does not exist, print an error message.

**STEP 16 :** Print a message indicating that the file was deleted successfully.

**STEP 17 :** If the action is "search", prompt the user for a filename.

**STEP 18 :** Iterate through the list of files in the specified directory.

**STEP 19 :** Check if the current file has the same name as the given filename.

**STEP 20 :** If a file with the same name is found, print a message indicating that the file was found.

**STEP 21 :** If a file with the same name is not found, print a message indicating that the file was not found.

**STEP 23 :** If the action is "exit", end the execution of the program.

**STEP 24 :** Repeat step 5-21 until the action is "exit".

**STEP 25 :** STOP.