Main Application (main.cpp)

#include "file\_explorer.h"

#include "logger.h"

int main() {

Logger clientLogger("logs/client\_log.txt");

clientLogger.log("Starting File Explorer Client...");

bool isRunning = true;

std::string currentPath = ".";

std::string command;

while (isRunning) {

displayMenu();

command = getUserCommand();

if (command == "exit") {

isRunning = false;

} else {

processCommand(command, currentPath, clientLogger);

}

}

clientLogger.log("Exiting File Explorer Client.");

return 0;

}