#include "file\_explorer.h"

#include <iostream>

#include <filesystem>

#include <fstream>

namespace fs = std::filesystem;

void displayMenu() {

std::cout << "File Explorer Menu:\n";

std::cout << "1. List directory contents (ls)\n";

std::cout << "2. Create a file (createfile)\n";

std::cout << "3. Create a directory (createdir)\n";

std::cout << "4. Rename a file/directory (rename)\n";

std::cout << "5. Delete a file/directory (delete)\n";

std::cout << "6. View file contents (viewfile)\n";

std::cout << "7. Change directory (cd)\n";

std::cout << "Type 'exit' to quit the application.\n";

}

std::string getUserCommand() {

std::string command;

std::cout << "Enter command: ";

std::cin >> command;

return command;

}

void processCommand(const std::string& command, std::string& currentPath, Logger& logger) {

if (command == "ls") {

listDirectory(currentPath, logger);

} else if (command == "createfile") {

std::string path;

std::cout << "Enter file path: ";

std::cin >> path;

createFile(path, logger);

} else if (command == "createdir") {

std::string path;

std::cout << "Enter directory path: ";

std::cin >> path;

createDirectory(path, logger);

} else if (command == "delete") {

std::string path;

std::cout << "Enter path: ";

std::cin >> path;

deleteItem(path, logger);

} else if (command == "viewfile") {

std::string path;

std::cout << "Enter file path: ";

std::cin >> path;

viewFile(path, logger);

} else if (command == "cd") {

std::string path;

std::cout << "Enter directory path: ";

std::cin >> path;

changeDirectory(path, currentPath, logger);

} else {

std::cout << "Invalid command!" << std::endl;

}

}

void listDirectory(const std::string& path, Logger& logger) {

if (fs::exists(path) && fs::is\_directory(path)) {

for (const auto& entry : fs::directory\_iterator(path)) {

logger.log(entry.path().filename().string());

}

} else {

logger.log("Directory does not exist.");

}

}

void createFile(const std::string& path, Logger& logger) {

if (!fs::exists(path)) {

std::ofstream file(path);

if (file) {

logger.log("File created successfully.");

} else {

logger.log("Failed to create file.");

}

} else {

logger.log("File already exists.");

}

}

void deleteItem(const std::string& path, Logger& logger) {

if (fs::exists(path)) {

fs::remove\_all(path);

logger.log("Item deleted successfully.");

} else {

logger.log("Item does not exist.");

}

}

void viewFile(const std::string& path, Logger& logger) {

if (fs::exists(path) && fs::is\_regular\_file(path)) {

std::ifstream file(path);

std::string line;

while (std::getline(file, line)) {

logger.log(line);

}

} else {

logger.log("File does not exist.");

}

}

void changeDirectory(const std::string& path, std::string& currentPath, Logger& logger) {

if (fs::exists(path) && fs::is\_directory(path)) {

currentPath = path;

logger.log("Directory changed successfully.");

} else {

logger.log("Directory does not exist.");

}

}