## Filesystem API reference

## Summary

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## **Functions**

File type checking

#### FMC\_dirExists

#### **Function signature**

#### Example 1 Example 2

```
int FMC dirExists(const
char* restrict path);
if (FMC dirExists("test/
main.c"))
  FILE *src_file =
fopen("test/main.c", "rb");
  // do something with it
else
{
  // ...
char directory[128] = "C:\
\Users\\YourFolder\\";
(FMC_dirExists(directory))
  printf("Entering
directory %s\n",
directory);
  // ...
else
  // ...
```

want to check the existence. The file can either be a any valid device, socket... Multi-byte caracters are not

#### **Return value**

The function returns non-zero value if the path effectively exists, 0 otherwise.

#### **Description**

You can use this function on any Unix system or Windows. The Windows version uses the Win32 filesystem API and thus does not require any particular compiler. The Unix version uses the usual stat function.

#### FMC\_isDir

#### **Function signature**

#### Example of use

```
int FMC isDir(const
char* restrict path);
if(FMC isDir("/
home/you/
random_folder/")
==0)
  DIR *your dir;
  struct dirent
*entries;
  your dir =
opendir("/home/you/
random folder/");
  while((entries =
readdir(your_dir)) !
= NULL)
     printf("%s\n",
entries->d name);
  closedir(your_dir);
  // ... (1)!
```

 $\mathbf{e}$  you want to check if it's a directory. Multi-byte caracters

are not subborten.

# 1. This example is **Return value** not that usefull

The Wintstelf Siece yearnon-zero value if the path effectively exists, 0 if not.

could have

#### Description

You vour dir != NULL time runction on any Unix system or Windows. The Windows version uses the Win32 filesystem API and thus does not require any particular compiler. The Unix version uses the usual stat function.

whole interest is

#### FMCh\_esRegtfile it's a

```
portable and
Function signature
int
FMC_isRegFile(const
char* restrict path);

// To be done
```

**Example of use** 

To be done

### FMC\_isSocket

Directory management