File Utility

2. Summary

This is a simple file name/path manipulation utility from a reverse-engineered code, consisting of a few useful static methods that I have many times find myself searching for such functionality in my old projects.

Nothing fancy here, and probably there are methods in "System.IO" that cover this functionality nowadays, but I think it is still worth posting.

3. The member map.

Try to delete a file, but continue should an error occur.
Return true if successful.

FileUtility.DeleteFile(string)	**-> bool**	**fullPath**

If a file with the specified path exists.
For the sake of completeness - so one can use the file Utility instead of System.IO.File.Exists

FileUtility.FileExists(string)	**-> bool**	**fullPath**

Get the folder path to the current App exe.

FileUtility.AppFileName()	**-> string**	**fullPath**

Build path from folder names provided in an array.

FileUtility.BuildPath(object[])	**-> string**	**pathItems**

Get folder path from file path.

FileUtility.GetPath(string)	**-> string**	**fullPath**

Get file name without extention.

FileUtility.GetFileNameBase(string)	**-> string**	**fullPath**

Get the folder path to the current App exe.

FileUtility.GetExtension(string)	**-> string**	**fileName**