**SD API Document**

**Indruino Class**

//List directory.

//For example, we have folder which includes "/file/ming.txt"

//If level = 0, just list "file.txt", if level = 1 just list "file and ming.txt".

**void listDir(const char \* dirname, uint8\_t levels);**

const char \* dirname = "/"

const char \* dirname = "/file"

uint8\_t levels = 0, 1, 2,...

**void listDir(const char \* dirname);**

level = 0;

//Create Directory

**void createDir(const char \* path);**

const char \* path = "/trinh"

//Delete Directory

**void removeDir(const char \* path);**

const char \* path = "/trinh"

//Read content of file in directory

**void readFile(const char \* path);**

const char \* path = "trinh.txt"

//Write message into file

//When using this function, you automaticlly create a file “ex: trinh.txt”

**void writeFile(const char \* path, const char \* message);**

const char \* path = "trinh.txt"

const char \* message = "Hello Ming"

//Append message into existing file

**void appendFile(const char \* path, const char \* message);**

const char \* path = "trinh.txt"

const char \* message = "I am Trinh"

//Rename file

**void renameFile(const char \* path1, const char \* path2);**

const char \* path1 = "trinh.txt"

const char \* path2 = "Lan.txt"

//Delete file

**void deleteFile(const char \* path);**

const char \* path = "Lan.txt"