Project manager program

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# Chapter 1

# File Index

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Here is a list of all files w	ith brief des	criptions			
Project v9.c			 	 	 

2 File Index

# Chapter 2

# **File Documentation**

## 2.1 Project\_v9.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <dirent.h>
#include <string.h>
#include <ctype.h>
#include <unistd.h>
```

Include dependency graph for Project\_v9.c:



#### **Macros**

- #define MAX\_CHAR 50
- #define INPUT\_CHAR 30

#### **Functions**

- int listing\_directory (char \*dirname)
- void make\_path (char result[], char path[], char fname[])
- int list\_file\_type (char type, char result[100][100], int index, char path[])
- int creating\_directory (char \*newdir)
- int main (int argc, char \*argv[])

#### **Variables**

const char \* slash = "/"

4 File Documentation

#### 2.1.1 Macro Definition Documentation

#### 2.1.1.1 INPUT\_CHAR

```
#define INPUT_CHAR 30
```

#### 2.1.1.2 MAX\_CHAR

```
#define MAX_CHAR 50
```

Defining macros

#### 2.1.2 Function Documentation

#### 2.1.2.1 creating\_directory()

Defining a function which creates a new folder structure

#### 2.1.2.2 list\_file\_type()

Recursively iterating through files/directories function

#### 2.1.2.3 listing\_directory()

Defining a function which takes and lists specified directory

### 2.1.2.4 main()

```
int main (
          int argc,
          char * argv[] )
```

Entering a program which has multiple interfaces. A command line interface and a Wizard interface. Initializing git

Initializing git

### 2.1.2.5 make\_path()

Defining a path construction function

### 2.1.3 Variable Documentation

#### 2.1.3.1 slash

```
const char* slash = "/"
```

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