

The DirectoryEntry

Directories in the sandboxed filesystem are represented by the `DirectoryEntry` interface. A `DirectoryEntry` contains many of the properties and methods found in `FileEntry`. Both inherit from a generic entry interface. However, it includes additional method for working with directories.

Properties

<code>isFile</code>	Boolean. True if the entry is a file.
<code>isDirectory</code>	Boolean. True if the entry is a directory.
<code>name</code>	DOMString. The name of the directory, excluding the path leading to it.
<code>fullPath</code>	DOMString. The full absolute path from the root to the directory.
<code>filesystem</code>	FileSystem. The filesystem on which the directory resides.

Methods

<code>getMetadata (successCallback, opt_errorCallback)</code>	Looks up metadata about this directory.
<code>moveTo (parentDirEntry, opt_newName, opt_successCallback, opt_errorCallback)</code>	Moves the directory to a different location on the filesystem.
<code>copyTo (parentDirEntry, opt_newName, opt_successCallback, opt_errorCallback)</code>	Copies the directory to a different parent on the filesystem. Directory copies are always recursive. It is an error to copy a directory inside itself or to copy it into its parent if a new name is not provided.
<code>toURL ();</code>	Returns a <code>filesystem: URL</code> that can be used to identify this directory. See Chapter 7 .
<code>remove (successCallback, opt_errorCallback)</code>	Deletes a file or directory. It is an error to attempt to delete the root directory of a filesystem or a directory that is not empty.
<code>getParent (successCallback, opt_errorCallback)</code>	Returns the ...