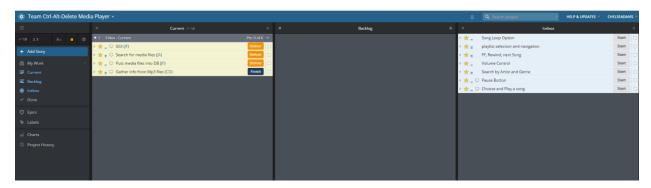
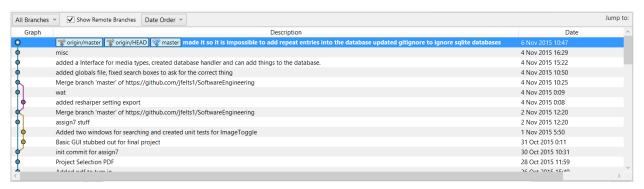
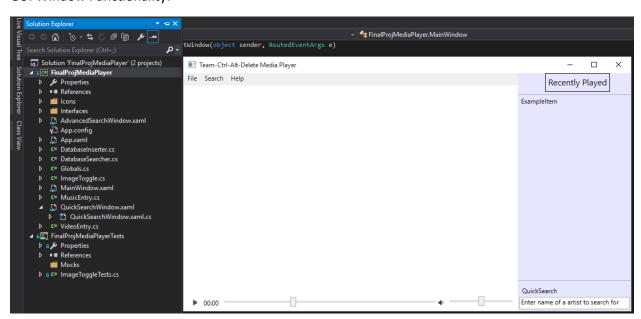
## **Pivotal Tracker Progress:**



## GitHub / SourceTree branches and merges:



## **GUI Window Functionality:**



Search for media files code and console:

```
⊡namespace FindMp3s
class Program
               static void Main(string[] args)
                   string[] mp3Files = System.IO.Directory.GetFiles(System.IO.Directory.GetCurrentDirectory(), "*.mp3");
string[] aviFiles = System.IO.Directory.GetFiles(System.IO.Directory.GetCurrentDirectory(), "*.avi");
                   Console.WriteLine("Current Working Directory: " + System.IO.Directory.GetCurrentDirectory());
ArrayList files = new ArrayList(mp3Files.Length + aviFiles.Length);
                   foreach (string t in mp3Files)
                            Console.WriteLine(t);
                            files.Add(t);
                   if (aviFiles.Length == 0) Console.WriteLine("Error: No_AVI_Doge"); // ( J°□°□J \ ⊥⊥
                        foreach (string t in aviFiles)
                            Console.WriteLine(t);
                            files.Add(t);
                   Console.WriteLine("ArrayList: ");
                   foreach (object curLine in files)
                        Console.WriteLine(curLine);
                   Console.ReadLine();
     [}
```