

```

#include"include.h"

/* this is the main file to do the entire operation like get the information about the files and
* passing to print variable */

int dopath(Myfunc * func)
{
    struct stat statbuf;
    struct dirent *dirp;
    DIR *dp;
    int ret,n;
#ifdef 1

    if(lstat(fullpath,&statbuf) <0) /* get the information of file */
        {printf("!!\n") ; return (func(fullpath,&statbuf,FTW_NS));}
    if(S_ISDIR(statbuf.st_mode) == 0)
    { return (func(fullpath,&statbuf,FTW_F));}

    if( (ret = func(fullpath,&statbuf,FTW_D)) != 0)
    { // printf("retunr here\n");
        return(ret);}
    n = strlen(fullpath);
#ifdef 1

    if(n+ NAME_MAX + 2 > pathlen){
        pathlen *=2;
        if((fullpath = realloc(fullpath,pathlen)) == NULL)
        { printf("Error realloc\n"); return -1;}

    }
    fullpath[n++] = '/';
    fullpath[n] = 0;

```

```
#endif
```

```
    // printf("@@ %s\n",fullpath);
```

```
    if((dp = opendir(fullpath)) == NULL) // open the path mentioned by the user
```

```
        return(func(fullpath,&statbuf,FTW_DNR));
```

```
#endif
```

```
    dp = opendir(fullpath);
```

```
    if(dp ==NULL)
```

```
        {printf("Error in dir open\n");        return -1;}
```

```
    while((dirp = readdir(dp)) != NULL)
```

```
    {
```

```
        if(strcmp(dirp->d_name,".") ==0 ||
```

```
            strcmp(dirp->d_name,"..") == 0)
```

```
            continue;
```

```
            strcpy(&fullpath[n],dirp->d_name); /* if open path is directory call this function
```

```
recursively */
```

```
            strcpy(name , dirp->d_name);
```

```
        //    printf("final name :%s\n",fullpath);
```

```
        if((ret= dopath(func)) != 0)
```

```
            break;
```

```
    }
```

```
    fullpath[n-1]= 0;
```

```
    if(closedir(dp) <0)
```

```
        return -1;
```

```
    return(ret);
```

```
}
```