#include<iostream>

#include<string.h>

#include<string>

#include<dirent.h>

#include<vector>

#include<studio.h>

using namespace std;

Class Mp3Finder

{

public:

string path;

struct dirent \*de;

string t;

int length;

void crawl(string path)

{

DIR \*dr= opendir(path.c\_str());

if(dr==NULL)

{

printf(“ couldnot open current directory”);

return;// or continue

}

while((de=readdir(dr))!=NULL)

{

if(strcmp(de->d\_name,".")==0||strcmp(de->d\_name,"..")==0||de->d\_name[0]==’.’)continue;

if(de->d\_type==DT\_DIR)

{

//linux command

t=de->d\_name;

path+=”/”+t;

crawl(path);

}

if(de->d\_type==DT\_REG)

{

length=strlen(de->d\_name);

if(de->d\_name[length-1]==’3’

&& de->d\_name[length-2]==’p’

&& de->d\_name[length-3]==’m')

printf(“%s\n”,de->\_name);

}

}

closedir(dr);

}

};

int main(void)

{

printf(“ Enter path of the file\n”);

Mp3finder mp3; //mp3 is the object

getline(cin,mp3.path);

Mp3.crawl(mp3.path);

return(0);

}