

<<Interface>>

IFileSystem

+ Root: IDirectory

1



0...n

<<Interface>>

IDirectory

+ Name: string
+ Path: string
+ Parent: IDirectory
+ Root: IDirectory
+ Files: IEnumerable<IFile>
+ SubDirectories: IEnumerable<IDirectory>

1

0...n



<<Interface>>

IFile

+ Name: string
+ Extension: string
+ Path: string
+ Directory: IDirectory
+ Root: IDirectory

+ Open(): Stream