Directory I/O

Libary	#include **<dirent.h>**

	DIR *dir	*Directory type*

Variables and Konstants	**struct dirent** * dirEntry	***struct dirent** {*
		   ino_t d_ino; / inode number */*
		   off_t d_off; / offset to the next dirent */*
		   unsigned short d_reclen; / length of this record */*
		   unsigned char d_type; / type of file; not supported*
		   * by all file system types */*
		   char d_name[256]; / filename */*
		};

	NAME_MAX	*Maximum size of filename (d_name)*

Access	dir = **opendir**("./");
	  /* Do stuff */
	closedir(dir);
		DIR **opendir**(const char* directory);*
		  / Do stuff */*
		*int **closedir**(DIR* directory);*

Reading

Filename example	while ((dirEntry = **readdir**(dir)) != NULL)
	   {
	       printf("\n%s", dirEntry->d_name);
	   }
		struct dirent **readdir**(DIR* directory);*

Modes d_type *(linux only)*	**DT_BLK** This is a block device. **DT_CHR** This is a character device. **DT_DIR** This is a directory. **DT_FIFO** This is a named pipe (FIFO). **DT_LNK** This is a symbolic link. **DT_REG** This is a regular file. **DT_SOCK** This is a Unix domain s **DT_UNKNOWN** The file type is unknown.	

Manipulation

Go to startposition	**rewinddir**(dir);	
Get position	**telldir**(dir **);**	
Go to position	**seekdir**(dir, 13);	