```csharp
using System;
using System.Collections.Generic;
using System.IO;
using System.Text;

namespace Complier
{
    static public class FileHandler
    {
        static public List<string> getFiles(string directory)
        {
            string[] files = Directory.GetFiles(directory, "*.txt");
            List<string> fileList = new List<string>();
            foreach (string file in files)
            {
                fileList.Add(file);
            }
            return fileList;
        }

        /********************************************************************
        *** FUNCTION readFromFile
        ********************************************************************
        *** DESCRIPTION : Reads all lines from a file and trimms them before
        *** storing them in a list.
        *** INPUT ARGS : string fileName
        *** OUTPUT ARGS :
        *** IN/OUT ARGS :
        *** RETURN :List<string>
        ********************************************************************/
        static public void readFromFile(string fileName, List<string> allFiles)
        {
            if (checkFile(getDirectory() + fileName))
            {
                string[] lines = File.ReadAllLines(getDirectory() + fileName);

                foreach (string line in lines)
                {
                    allFiles.Add(line.Trim());
                }
            }

        }
        /********************************************************************
        *** FUNCTION getDirectory
        ********************************************************************
        *** DESCRIPTION : gets current directory where files should be stored
        *** INPUT ARGS :
        *** OUTPUT ARGS :
        *** IN/OUT ARGS :
```

```
            *** RETURN : string
            ***************************************************************/
            static public string getDirectory()
            {
                string currentDirectory = Directory.GetCurrentDirectory();
                int pos = currentDirectory.IndexOf(@"bin");
                return currentDirectory.Remove(pos);
            }
            /****************************************************************
            *** FUNCTION checkFile
            ****************************************************************
            *** DESCRIPTION : Validates that file exists
            *** INPUT ARGS : string fileName
            *** OUTPUT ARGS :
            *** IN/OUT ARGS :
            *** RETURN : bool
            ***************************************************************/
            static public bool checkFile(string fileName)
            {
                return File.Exists(fileName);
            }


    }
}
```