# isexe

Minimal module to check if a file is executable, and a normal file.

Uses fs.stat and tests against the PATHEXT environment variable on Windows.

## USAGE

var isexe = require('isexe')

isexe('some-file-name', function (err, isExe) {

if (err) {

console.error('probably file does not exist or something', err)

} else if (isExe) {

console.error('this thing can be run')

} else {

console.error('cannot be run')

}

})

// same thing but synchronous, throws errors

var isExe = isexe.sync('some-file-name')

// treat errors as just "not executable"

isexe('maybe-missing-file', { ignoreErrors: true }, callback)

var isExe = isexe.sync('maybe-missing-file', { ignoreErrors: true })

## API

### isexe(path, [options], [callback])

Check if the path is executable. If no callback provided, and a global Promise object is available, then a Promise will be returned.

Will raise whatever errors may be raised by fs.stat, unless options.ignoreErrors is set to true.

### isexe.sync(path, [options])

Same as isexe but returns the value and throws any errors raised.

### Options

* ignoreErrors Treat all errors as "no, this is not executable", but don't raise them.
* uid Number to use as the user id
* gid Number to use as the group id
* pathExt List of path extensions to use instead of PATHEXT environment variable on Windows.