
Subject: Behaviour of DirectoryExists

Posted by [kov_serg](#) on Thu, 06 Aug 2015 11:17:44 GMT

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```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    Cout()<<(DirectoryExists("C:\\WINDOWS")?"yes":"no")<<"\n";  
    Cout()<<(DirectoryExists("C:\\WINDOWS\\")?"yes":"no")<<"\n";  
}
```

What result should I expect if directory C:\WINDOWS exists?

output Win32 U++8760

yes

no