Subject: Dehaviour 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