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
```

Subject: Re: Dehaviour of DirectoryExists
Posted by mirek on Tue, 11 Aug 2015 13:31:40 GMT
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This is consistent with both Posix and Win32 API... (after all, DirectoryExists does nothing else than to call API).

Mirek

Subject: Re: Dehaviour of DirectoryExists
Posted by kov_serg on Wed, 12 Aug 2015 18:12:03 GMT
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I expected something like this

Windows:

```
#include <windows.h>
#include <stdio.h>

int is_dir(const char *szPath) {
```

```
  DWORD dwAttrib = GetFileAttributesA(szPath);
  return (dwAttrib != INVALID_FILE_ATTRIBUTES &&
         (dwAttrib & FILE_ATTRIBUTE_DIRECTORY));
}
void test(const char* name) {
    printf("is_dir=%d : %s\n",is_dir(name),name);
}
int main(int argc,char** argv) {
 test("C:\\Windows");
 test("C:\\Windows\\");
 test("C:\\Windows\\.");
 test("C:\\Windows\\.\\");
 test("C:\\Windows\\none");
 test("\\\\?\\C:\\Windows");
 test("\\\\?\\C:\\Windows\\none");
 return 0;
}
```

Output:

```
is_dir=1 : C:\Windows
is_dir=1 : C:\Windows\
is_dir=1 : C:\Windows\.
is_dir=1 : C:\Windows\.\
is_dir=0 : C:\Windows\none
is_dir=1 : \\?\C:\Windows
is_dir=0 : \\?\C:\Windows\none
```

Linux:

```
include <sys/stat.h>
#include <stdio.h>

int is_dir(const char* name) {
    struct stat s;
    int err = stat(name, &s);
    if(-1 == err) return 0;
    return S_ISDIR(s.st_mode) ? 1:0;
}
void test(const char* name) {
    printf("is_dir=%d : %s\n",is_dir(name),name);
}
int main(int argc,char** argv) {
    test("/home");
    test("/home/");
    test("/home/.");
    test("/home/./");
```

```
    test("/home/none");
    return 0;
}
```

Output:

```
is_dir=1 : /home
is_dir=1 : /home/
is_dir=1 : /home/.
is_dir=1 : /home/./
is_dir=0 : /home/none
```

https://en.wikipedia.org/wiki/Principle_of_least_astonishmen t

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Subject: Re: Dehaviour of DirectoryExists
Posted by mirek on Thu, 20 Aug 2015 06:43:22 GMT
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OK. We are using different API for *Exists functions, but I think I can change all to GetFileAttributes / stat.

Mirek
