
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

Subject: Re: Behaviour 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: Behaviour 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_astonishment

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
