

# Get an array of files info from a directory.

```
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```

```
/* -----
```

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* Dotnet Commons IO
```

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```

```

*
* _____
*/
#endregion

using System;
using System.Collections;
using System.Globalization;
using System.IO;

namespace Dotnet.Commons.IO
{

    ///
    ///

    /// This class provides basic facilities for manipulating
    files and file paths.
    ///
    ///

```

## File-related methods

```

/// There are methods to
/// /// copy a file to another file,
/// compare the content of 2 files,
/// delete files using the wildcard character,
/// etc
/// ///

///
public sealed class FileUtils
{
    /// _____
    ///

    /// Get an array of files info from a directory.
    ///
    /// ///
    /// _____

```

```
public static FileInfo[] GetFilesInDirectory(string directory)
{
if ((directory == null) || (directory.Length < 1)) throw new
System.ArgumentException("Directory supplied is either null or
empty"); DirectoryInfo dirInfo = new DirectoryInfo(directory);
if (!dirInfo.Exists) throw new
System.ArgumentException("Directory '" + directory + "' does
not exist."); return dirInfo.GetFiles(); } } } [/csharp]
```