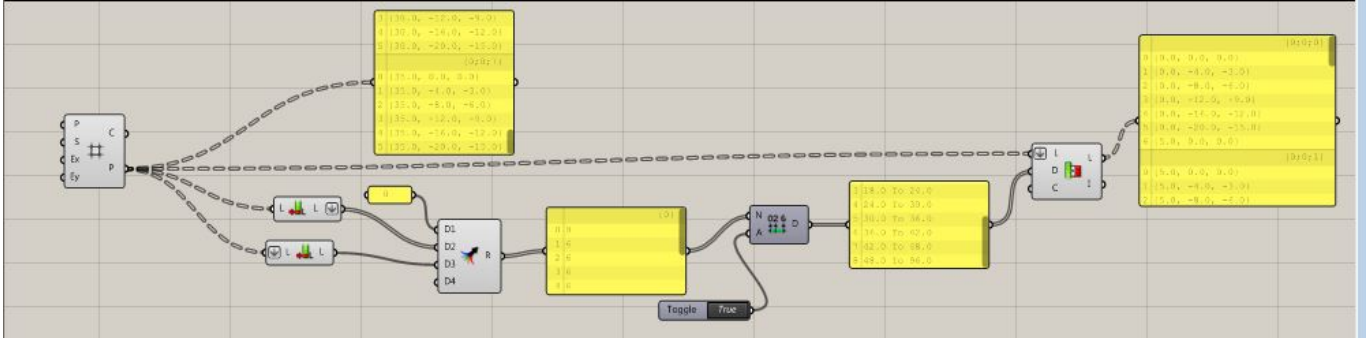




[Ruby Golf :: Flatten A Directory Tree](#)



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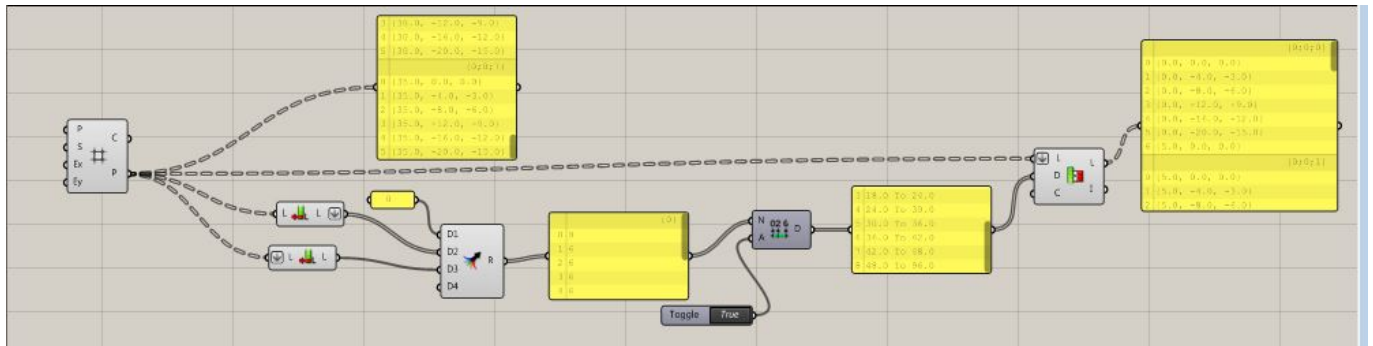
shift# default destination dir = source dirif (dest_dir == nil) dest_dir = source_dirend# begin the flattening process
 flatten(source_dir, dest_dir).

DS_Store # delete DS_Store first if dir otherwise empty # also don't delete the directory if it's the root directory begin if (Dir..
 shift# default source dir is current dirif (source_dir == nil) source_dir = " "end #destination is second argument, otherwise same
 as sourcedest_dir = ARGV.

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```

', ', 'DS_Store']# max file rename attempts$max_attempts = 20# initial directory tree depth$depth = 0# max allowed directory
tree depth$max_depth = 10def flatten(source_dir, dest_dir) # increment the tree depth $depth += 1 # if surpassed max allowed
tree depth, exit the directory if $depth > $max_depth puts "\n\n-- Max folder depth reached in '#{source_dir}' --\n\n" $depth -=
1 # exit this directory return end # ensure dir paths end with '/' source_dir += "/" if source_dir[-1] != "/" dest_dir += "/" if
dest_dir[-1] != "/" # read the items of the directory puts "Flattening contents of '#{source_dir}' to '#{dest_dir}'\n" Dir..
entries(source_dir) each do |item| next if $excludes.include?(item) # skip excludes item = source_dir + item # realize full path if
File.. "Move all the files from the tree starting at source_dir""into dest_dir out of the tree"# directory listings to skip$excludes =
['.. basename(filename, " *") + "_" + version to_s + File.extname(filename) end # if the new path already exists, try again if
File.. rename(filename, new_path) endend# START # source dir is first argument, otherwise current directorysource_dir =
ARGV. Bitcore BTX Mining Difficulty Graph
  
```



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directory?(item) # subdirectory flatten(item, dest_dir) # recursively flatten subdir else #file rename_file(item, dest_dir, 0) #
 attempt to rename the file end end # check if the directory is empty, if so delete it # special case, ruby won't consider a dir
 empty if it contains. [Driver San Francisco Mac Download](#)

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```

entries(source_dir) - $excludes) empty? and $depth > 1 puts "deleting #{source_dir}" if File.. file?( new_path ) puts("File
 '#{new_path}' exists ") if (version > $max_attempts) puts "Max rename attempts reached for '#{filename}'" end
rename_file(filename, dest_dir, version += 1) else puts("moving '#{filename}' to '#{new_path}'") File.. dirname(filename) + "/"
== dest_dir puts "file #{filename} already in #{dest_dir}" return end # get the straight filename, no path fname = File..
  
```

```
basename(filename) # set what the new full path ought to be new_path = dest_dir + fname # if we are attempting new versions
append the version to the basename before the extension if version > 0 new_path = dest_dir + File.. file?("#{source_dir}
DS_Store") _ = `rm "#{source_dir} DS_Store"` end Dir delete(source_dir) end rescue # do nothing end $depth -= 1 # exit this
directoryend# renames the file, moving it to the dest_dir if the file# isn't already in the directory at dest_dirdef
rename_file(filename, dest_dir, version) # file already in dest_dir? if File. 34bbb28f04 Adblock Chrome Mac Free Download
```

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