System.IO.DirectoryNotFoundException Class

```
[ILAsm]
.class public serializable DirectoryNotFoundException extends
System.IO.IOException

[C#]
public class DirectoryNotFoundException: IOException
```

Assembly Info:

- *Name:* mscorlib
- *Public Key:* [00 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00]
- *Version:* 2.0.x.x
- *Attributes:*
    - CLSCompliantAttribute(true)

Summary

Represents the error that occurs when part of a file or directory argument cannot be found.

Inherits From: System.IO.IOException

Library: BCL

Thread Safety: All public static members of this type are safe for multithreaded operations. No instance members are guaranteed to be thread safe.

Example

The following example demonstrates an error that causes the `System.IO.DirectoryNotFoundException` exception to be thrown. In this case, the /Mistake/examples/ directory does not exist and therefore cannot be located.

[C#]

```
using System;
using System.IO;
class DirectoryNotFoundExample {
 public static void Main () {
 string badPath = "/Mistake/examples/";
 try {
 Directory.GetFiles(badPath);
 }
 catch (DirectoryNotFoundException e) {
 Console.WriteLine("Caught: {0}",e.Message);
```

```
  }
  }
}
```
The output is

```
Caught: Could not find a part of the path "C:\Mistake\examples".
```

DirectoryNotFoundException() Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor()


[C#]
public DirectoryNotFoundException()
```

Summary

Constructs and initializes a new instance of the
System.IO.DirectoryNotFoundException class.

Description

This constructor initializes the
System.IO.DirectoryNotFoundException.Message property of the new instance
to a system-supplied message that describes the error, such as "Could not find
the specified directory." This message takes into account the current system
culture.

The System.IO.DirectoryNotFoundException.InnerException property of the
new instance is initialized to null.

DirectoryNotFoundException(System.String) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message)

[C#]
public DirectoryNotFoundException(string message)
```

Summary

Constructs and initializes a new instance of the
`System.IO.DirectoryNotFoundException` class.

Parameters

Parameter	Description
message	A `System.String` that describes the error. The content of *message* is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.

Description

This constructor initializes the
`System.IO.DirectoryNotFoundException.Message` property of the new instance
using *message*. If *message* is `null`, the
`System.IO.DirectoryNotFoundException.Message` property is initialized to the
system-supplied message provided by the constructor that takes no arguments.

The `System.IO.DirectoryNotFoundException.InnerException` property is
initialized to `null`.

DirectoryNotFoundException(System.String, System.Exception) Constructor

```
[ILAsm]
public rtspecialname specialname instance void .ctor(string message,
class System.Exception innerException)


[C#]
public DirectoryNotFoundException(string message, Exception
innerException)
```

Summary

Constructs and initializes a new instance of the
System.IO.DirectoryNotFoundException class.

Parameters

Parameter	Description
message	A System.String that describes the error. The content of *message* is intended to be understood by humans. The caller of this constructor is required to ensure that this string has been localized for the current system culture.
innerException	An instance of System.Exception that is the cause of the current exception. If *innerException* is non-null, then the current Exception was raised in a catch block handling *innerException*.

Description

This constructor initializes the
System.IO.DirectoryNotFoundException.Message property of the new instance
using *message* and the
System.IO.DirectoryNotFoundException.InnerException property using
innerException. If *message* is null, the
System.IO.DirectoryNotFoundException.Message property is initialized to the
system-supplied message provided by the constructor that takes no arguments.

[*Note:* For more information on inner exceptions, see
System.Exception.InnerException.]