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unzip By creating an object using the static method.UnzipFile, you can then pass it to the static method.GetFilesFromDirectory for an.unzipped file directory. To create an unzipped file directory, you need to: Create a new directory on disk using the same file name and the same path and filename structure as the.unzipped file. The.UnzipFile method has some additional information about file structure which can be useful here. Use the static method.AddDirectory for the.unzipped directory. Call the static method.GetFilesFromDirectory passing in the.UnzipFile method. This is the object that will be unzipped. To call.GetFilesFromDirectory, you need to know the name of the.unzipped directory and an object that has a method.GetFilesFromDirectory in it. The.GetFilesFromDirectory method returns a list of all files found in the.unzipped directory. The string can be a file name or full path. The method will stop looking once it reaches the first result that satisfies the condition (that it is in the.unzipped directory). If you have more than one unzipped directory, you can call.GetFilesFromDirectory multiple times. It will only be called once for each unzipped directory. The method will not be called again if the directory you have passed in is not found, but if the directory is found, it will then continue looking in other.unzipped directories. This example shows how to use the function.GetFilesFromDirectory to find the location of each of the unzipped directories.

```
package sources; import assembly "github.com/PackageSled/go-dumppacker/pkg/unzip" import "os"
func main() { // Create a directory that we can pass to.UnzipFile var rootDir string func getRootDir() string { // Get the root
directory. If we cannot find it, then we cannot unzip. if _, err := os.Stat(rootDir); err!= nil { panic(err) } rootDir = rootDir + "/"
return rootDir // Define our root directory rootDir = getRootDir() // Create our object 82157476af
```

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