

C#

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```
public class FileStatus {
[DllImport("kernel32.dll")]
private static extern IntPtr _lopen(string lpPathName, int iReadWrite);
[DllImport("kernel32.dll")]
private static extern bool CloseHandle(IntPtr hObject);
private const int OF_READWRITE = 2;
private const int OF_SHARE_DENY_NONE = 0x40;
private static readonly IntPtr HFILE_ERROR = new IntPtr(-1);
public static int FileIsOpen(string fileFullName)
{
if (!File.Exists(fileFullName))
{
return -1; // □□□□
}

IntPtr handle = _lopen(fileFullName, OF_READWRITE | OF_SHARE_DENY_NONE);
if (handle == HFILE_ERROR)
{
return 1; // □□□□
}

CloseHandle(handle);
return 0;
}
}
```

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