Get Current Project Window Directory

This is how you can get the current directory of the Project window:

```
using System.Reflection;
using UnityEditor;
using UnityEngine;

public static string GetActiveProjectWindowDirectory()
{
  // Use Reflection to get the hidden method for getting the folder path
    MethodInfo getActiveFolderPathMethod =
typeof(ProjectWindowUtil).GetMethod("GetActiveFolderPath", BindingFlags.Static |
BindingFlags.NonPublic);

  // Invoke the method to return the string
    return (string)getActiveFolderPathMethod.Invoke(null, null);
}
```

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