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using System;
using System.Collections.Generic;
using System.Text;
using System.Data;
using System.Data.SqlClient;
using System.IO;

namespace ExtractDocuments
{
    class Program
    {
        static void Main(string[] args)
        {
            // replace this string with your Sharepoint content DB connection string
            string DBConnString = "Server=YOUR SQL SERVER NAME;Database=CONTENT DATABASE NANE;Trusted_Connection=True";

            // create a DB connection
            SqlConnection con = new SqlConnection(DBConnString);
            con.Open();

            // the query to grab all the files.
            SqlCommand com = con.CreateCommand();
            string sQuery = "SELECT Docs.DirName, Docs.LeafName, DocStreams.[Content] FROM";
            sQuery = sQuery + "Docs INNER JOIN DocStreams ON Docs.Id = DocStreams.Id WHERE DocStreams.[Content] IS NOT NULL AND";
            sQuery = sQuery + "(LeafName like '%.doc' or LeafName like '%.docx' or LeafName like '%.xls' or LeafName like '%.xlsx' or LeafName like '%.pdf'or ";
            sQuery = sQuery + "LeafName like '%.txt' or LeafName like '%.zip' or LeafName like '%.msg' or LeafName like '%.ppt' or LeafName like '%.pptx'";
            sQuery = sQuery + "or LeafName like '%.xsn' or LeafName like '%.vsd' or LeafName like '%.pcf' or LeafName like '%.log' or LeafName like '%.pem'";
            sQuery = sQuery + " or LeafName like '%.html' or LeafName like '%.eps' or LeafName like '%.xlsm')";

            com.CommandText = sQuery;

            // execute query
            SqlDataReader reader = com.ExecuteReader();

            while (reader.Read())
            {
                // grab the file's directory and name
                string DirName = (string)reader["DirName"];
                string LeafName = (string)reader["LeafName"];
                //reduce folder name to be 3 length
                DirName = DirName.Substring(0, 3);
                // create directory for the file if it doesn't yet exist
                if (!Directory.Exists(DirName))
                {
                    Directory.CreateDirectory(DirName);
                    Console.WriteLine("Creating directory: " + DirName);
                }

                // create a filestream to spit out the file
                FileStream fs = new FileStream(DirName + "/" + LeafName, FileMode.Create, FileAccess.Write);
                BinaryWriter writer = new BinaryWriter(fs);

                // depending on the speed of your network, you may want to change the buffer size (it's in bytes)
                int bufferSize = 100000000;
                long startIndex = 0;
                long retval = 0;
                byte[] outByte = new byte[bufferSize];

                // grab the file out of the db one chunk (of size bufferSize) at a time
                do
                {
                    retval = reader.GetBytes(2, startIndex, outByte, 0, bufferSize);
                    startIndex += bufferSize;
                }
            }
        }
    }
}

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        writer.Write(outByte, 0, (int)retval);
        writer.Flush();
    } while (retval == bufferSize);

    // finish writing the file
    writer.Close();
    fs.Close();

    Console.WriteLine("Finished writing file: " + LeafName);
}

// close the DB connection and whatnots
reader.Close();
con.Close();
}
}
```