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// found in the LICENSE file.

#ifndef FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_INCLUDE\_FLUTTER\_PLUGIN\_REGISTRY\_H\_

#define FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_INCLUDE\_FLUTTER\_PLUGIN\_REGISTRY\_H\_

#include <string>

#include <flutter\_plugin\_registrar.h>

namespace flutter {

// Vends PluginRegistrars for named plugins.

//

// Plugins are identified by unique string keys, typically the name of the

// plugin's main class.

class PluginRegistry {

public:

PluginRegistry() = default;

virtual ~PluginRegistry() = default;

// Prevent copying.

PluginRegistry(PluginRegistry const&) = delete;

PluginRegistry& operator=(PluginRegistry const&) = delete;

// Returns the FlutterDesktopPluginRegistrarRef to register a plugin with the

// given name.

//

// The name must be unique across the application.

virtual FlutterDesktopPluginRegistrarRef GetRegistrarForPlugin(

const std::string& plugin\_name) = 0;

};

} // namespace flutter

#endif // FLUTTER\_SHELL\_PLATFORM\_COMMON\_CLIENT\_WRAPPER\_INCLUDE\_FLUTTER\_PLUGIN\_REGISTRY\_H\_