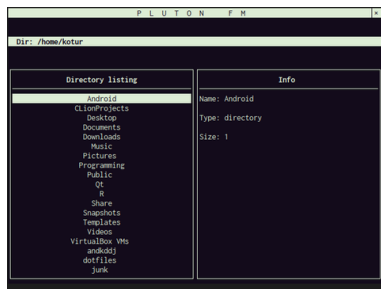


# Pluton

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File manager

Jezik: C++

Standard: c++17

Biblioteke: Immer, CPPurses, FS Experimental

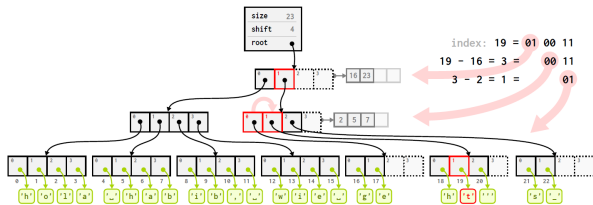
# Paradigma

```
class Current_dir {  
private:  
    fs::path path;  
    immer::flex_vector<File> dirs;  
    immer::flex_vector<File> regular_files;  
  
public:  
    Current_dir(const std::string& path,  
                immer::flex_vector<File> dirs, immer::flex_vector<File> regular_files);  
    Current_dir(const std::string& path);  
    immer::flex_vector<File> ls() const;  
    Current_dir cd(const File& dir) const;  
    Current_dir cd(fs::path dir_path) const;  
    Current_dir rename(const File& f, const std::string& new_file_name) const &;  
    Current_dir insert_file(File&& f) const &;  
    Current_dir delete_file(const File& f) const &;  
    const File find_by_fname(const std::string &file_name) const;  
    const File& get_by_index(unsigned i) const;  
    int get_index_by_name(const std::string &file_name) const;  
};
```

# Immer

immer je biblioteka imutabilnih struktura podataka napisana u C++

```
immer::vector<int> v = {1,2,3};  
immer::vector<int> w = v.push_back(4);  
print(v); // 1, 2, 3  
print(w); // 1, 2, 3, 4
```



# Komande

| taster      | akcija                                     |
|-------------|--|
| j           | selektovanje narednog fajla                |
| k           | selektovanje prethodnog fajla              |
| l/Enter     | ulaženje u selektovani direktorijum        |
| h/Backspace | ulaženje u roditeljski direktorijum        |
| q           | insertovanje novog regularnog fajla        |
| w           | insertovanje praznog direktorijuma         |
| e           | poretanje programa nad selektovanim fajlom |
| r           | preimenovanje selektovanog fajla           |
| u           | undo                                       |
| p           | redo                                       |
| Esc         | Exit                                       |