

```
1 #include "CASP_Plugin.h"
2
3 unordered_map<string, CASP_Plugin*> plugins;
4
5 string RegisterPlugin(string id, CASP_Plugin* plugin) {
6     std::transform(id.begin(), id.end(), id.begin(), ::tolower);
7     plugins[id] = plugin;
8
9     return id;
10 }
11
12 CASP_Plugin* GetModule(string id) {
13     id = Helpers::toLower(id);
14     CASP_Plugin* plugin = NULL;
15     if (ModuleExists(id)) {
16         plugin = plugins[id];
17     } else {
18         throw "Module '" + id + "' does not exist.";
19     }
20     return plugin;
21 }
22
23 bool ModuleExists(string id) {
24     std::transform(id.begin(), id.end(), id.begin(), ::tolower);
25     CASP_Plugin* p = plugins[id];
26     if (p == NULL) {
27         plugins.erase(id);
28         return false;
29     }
30     return true;
31 }
```