

`dotnamecpp::utils::
IAssetManager`

- + virtual ~IAssetManager
()=default
- + virtual const std::
filesystem::path & getAssets
Path() const=0
- + virtual std::filesystem
::path resolveAsset(const
std::filesystem::path &relative
Path) const=0
- + virtual bool assetExists
(const std::filesystem
::path &relativePath) const=0
- + virtual bool validate
() const=0

`MockAssetManager`

- + MockAssetManager(std
::filesystem::path mockPath)
- + const std::filesystem
::path & getAssetsPath
() const override
- + std::filesystem::path
resolveAsset(const std
::filesystem::path &relativePath)
const override
- + bool assetExists(const
std::filesystem::path
&) const override
- + bool validate() const
override
- + void setMockExists
(bool exists)
- + void setMockValid(bool
valid)

`dotnamecpp::assets
::AssetManager`

- + AssetManager(std::
filesystem::path assetsPath)
- + const std::filesystem
::path & getAssetsPath
() const override
- + std::filesystem::path
resolveAsset(const std
::filesystem::path &relativePath)
const override
- + bool assetExists(const
std::filesystem::path
&relativePath) const override
- + bool validate() const
override
- + static std::unique
_ptr< IAssetManager
> create(const std::
filesystem::path &executable
Path, const std::string &appName)