

dotnamecpp::utils:: IPathResolver
<ul style="list-style-type: none"> + virtual ~IPathResolver ()=default + virtual Result< std ::filesystem::path, FileError > getAbsolutePath (const std::filesystem::path &path) const =0 + virtual Result< std ::filesystem::path, FileError > getCanonicalPath (const std::filesystem::path &path) const =0 + virtual Result< std ::filesystem::path, FileError > getRelativePath (const std::filesystem::path &target, const std::filesystem ::path &base=std::filesystem::current _path()) const =0 + virtual bool isAbsolute (const std::filesystem ::path &path) const =0 + virtual bool isRelative (const std::filesystem ::path &path) const =0 + virtual std::filesystem ::path getParent(const std::filesystem::path &path) const =0 + virtual std::string getFilename(const std ::filesystem::path &path) const =0 + virtual std::string getExtension(const std::filesystem::path &path) const =0 + virtual std::string getStem(const std:: filesystem::path &path) const =0 + virtual std::filesystem ::path join(const std ::vector< std::string > &parts) const =0



dotnamecpp::utils:: PathResolver
<ul style="list-style-type: none"> + PathResolver()=default + PathResolver(const PathResolver &)=delete + PathResolver & operator =(const PathResolver &) =delete + PathResolver(PathResolver &&)=delete + PathResolver & operator =(PathResolver &&)=delete + ~PathResolver() override =default + Result< std::filesystem ::path, FileError > getAbsolute Path(const std::filesystem ::path &path) const override + Result< std::filesystem ::path, FileError > getCanonical Path(const std::filesystem:: path &path) const override + Result< std::filesystem ::path, FileError > getRelative Path(const std::filesystem ::path &target, const std::filesystem ::path &base) const override + bool isAbsolute(const std::filesystem::path &path) const override and 6 more...