

```
dotnamecpp::utils::  
IPlatformInfo  
  
+ virtual ~IPlatformInfo  
()=default  
+ virtual Platform getPlatform  
() const =0  
+ virtual std::string  
getPlatformName() const =0  
+ virtual Result< std  
::filesystem::path,  
FileError > getExecutablePath  
() const =0  
+ virtual Result< std  
::filesystem::path,  
FileError > getExecutableDirectory  
() const =0  
+ virtual bool isWindows  
() const =0  
+ virtual bool isLinux  
() const =0  
+ virtual bool isMacOS  
() const =0  
+ virtual bool isEmscripten  
() const =0
```



```
dotnamecpp::utils::  
EmscriptenPlatformInfo  
  
+ EmscriptenPlatformInfo  
()=default  
+ EmscriptenPlatformInfo  
(const EmscriptenPlatformInfo  
&)=delete  
+ EmscriptenPlatformInfo  
& operator=(const Emscripten  
PlatformInfo &)=delete  
+ EmscriptenPlatformInfo  
& operator=(EmscriptenPlatform  
Info &&)=delete  
+ ~EmscriptenPlatformInfo  
() override=default  
+ Platform getPlatform  
() const override  
+ std::string getPlatformName  
() const override  
+ Result< std::filesystem  
::path, FileError > getExecutable  
Path() const override  
+ Result< std::filesystem  
::path, FileError > getExecutable  
Directory() const override  
+ bool isWindows() const  
override  
+ bool isLinux() const  
override  
+ bool isMacOS() const  
override  
+ bool isEmscripten()  
const override
```