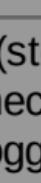


## dotnamecpp::rss::IRssService

- + virtual ~IRssService ()=default
- + virtual bool Initialize()=0
- + virtual int refetchRssFeeds()=0
- + virtual std::string listUrlsAsString()
- + virtual std::string listChannelUrlsAsString(uint64\_t discordChannelId)=0
- + virtual RSSItem getRandomItem()=0
- + virtual size\_t getItemCount() const =0
- + virtual bool addUrl(const std::string &url, long embeddedType, uint64\_t discordChannelId)=0
- + virtual bool modUrl(const std::string &url, long embeddedType, uint64\_t discordChannelId)=0
- + virtual bool remUrl(const std::string &url)=0



## dotnamecpp::rss::RssManager

- + RssManager(std::shared\_ptr<dotnamecpp::logging::ILogger> logger, std::shared\_ptr<dotnamecpp::assets::IAssetManager> assetManager)
- + ~RssManager() override
- + bool Initialize() override
- + int refetchRssFeeds() override
- + bool addUrl(const std::string &url, long embeddedType, uint64\_t discordChannelId=0) override
- + bool modUrl(const std::string &url, long embeddedType, uint64\_t discordChannelId=0) override
- + bool remUrl(const std::string &url) override
- + std::string listUrlsAsString() override
- + std::string listChannelUrlsAsString(uint64\_t discordChannelId) override
- + RSSItem getRandomItem() override
- + size\_t getItemCount() const override