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

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dotnamecpp::utils:: WindowsPlatformInfo

+ WindowsPlatformInfo ()=default

+ WindowsPlatformInfo (const WindowsPlatformInfo &)=delete

+ WindowsPlatformInfo & operator=(const Windows PlatformInfo &)=delete

+ WindowsPlatformInfo (WindowsPlatformInfo &&)=delete

+ WindowsPlatformInfo & operator=(WindowsPlatform Info &&)=delete

+ ~WindowsPlatformInfo () 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