

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



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