

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