

dotnamecpp::utils::
IPathResolver

- + virtual ~IPathResolver
()=default
- + virtual Result< std
::filesystem::path,
FileError > getAbsolutePath
(const std::filesystem::path
&path) const =0
- + virtual Result< std
::filesystem::path,
FileError > getCanonicalPath
(const std::filesystem::path
&path) const =0
- + virtual Result< std
::filesystem::path,
FileError > getRelativePath
(const std::filesystem::path
&target, const std::filesystem
::path &base=std::filesystem::current
_path()) const =0
- + virtual bool isAbsolute
(const std::filesystem
::path &path) const =0
- + virtual bool isRelative
(const std::filesystem
::path &path) const =0
- + virtual std::filesystem
::path getParent(const
std::filesystem::path
&path) const =0
- + virtual std::string
getFilename(const std
::filesystem::path &path)
const =0
- + virtual std::string
getExtension(const
std::filesystem::path
&path) const =0
- + virtual std::string
getStem(const std:
filesystem::path &path)
const =0
- + virtual std::filesystem
::path join(const std
::vector< std::string >
&parts) const =0