

## dotnamecpp::utils:: UtilsFactory

- + static std::shared  
\_ptr< IFileReader >  
createFileReader()
- + static std::shared  
\_ptr< IFileWriter >  
createFileWriter()
- + static std::shared  
\_ptr< IPathResolver  
> createPathResolver()
- + static std::shared  
\_ptr< IDirectoryManager  
> createDirectoryManager()
- + static std::unique  
\_ptr< IPlatformInfo  
> createPlatformInfo()
- + static std::unique  
\_ptr< IPlatformInfo  
> createPlatformInfo  
(Platform platform)
- + static std::shared  
\_ptr< IAssetManager  
> createAssetManager  
(const std::filesystem  
::path &executablePath,  
const std::string &appName)
- + static std::shared  
\_ptr< IJsonSerializer  
> createJsonSerializer()
- + static std::shared  
\_ptr< ICustomStringsLoader  
> createCustomStringsLoader  
(std::shared\_ptr< IAssetManager  
> assetManager, const std::string  
&filename="customstrings.json")
- + static std::shared  
\_ptr< IStringFormatter  
> createStringFormatter()
- + static std::shared  
\_ptr< ILogger > createLogger  
(LoggerType type, const LoggerConfig  
&config)
- + static std::shared  
\_ptr< ILogger > createDefault  
Logger()
- + static AppComponents  
createAppComponents  
(const std::string &appName,  
const LoggerConfig &loggerConfig)
- + static UtilsBundle  
createBundle()