

```
dotnamecpp::assets
::IAssetManager

+ virtual ~IAssetManager
()=default
+ virtual const std::
filesystem::path & getAssets
Path() const =0
+ virtual std::filesystem
::path resolveAsset(const
std::filesystem::path &relative
Path) const =0
+ virtual bool assetExists
(const std::filesystem
::path &relativePath) const =0
+ virtual bool validate
() const =0
```

MockAssetManager

```
+ MockAssetManager(std
::filesystem::path mockPath)
+ const std::filesystem
::path & getAssetsPath
() const override
+ std::filesystem::path
resolveAsset(const std
::filesystem::path &relativePath)
const override
+ bool assetExists(const
std::filesystem::path
&) const override
+ bool validate() const
override
+ void setMockExists
(bool exists)
+ void setMockValid(bool
valid)
```

dotnamecpp::assets ::AssetManager

```
+ AssetManager(std::
filesystem::path assetsPath)
+ const std::filesystem
::path & getAssetsPath
() const override
+ std::filesystem::path
resolveAsset(const std
::filesystem::path &relativePath)
const override
+ bool assetExists(const
std::filesystem::path
&relativePath) const override
+ bool validate() const
override
+ static std::unique
_ptr< IAssetManager
> create(const std::
filesystem::path &executable
Path, const std::string &appName)
```