

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