

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
(const std::filesystem::path
&executablePath, const std::
string &appName)
+ 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 ApplicationContext
createFullContext(const
std::string &appName, const
LoggerConfig &loggerConfig)
+ static ApplicationContext
createCoreContext(const
LoggerConfig &loggerConfig)
+ static ApplicationContext
createBasicContext()
```