

dotnamecpp::utils:: IDirectoryManager

```
+ virtual ~IDirectoryManager  
()=default  
+ virtual Result< void,  
    FileError > createDirectory  
(const std::filesystem::path  
&dirPath) const =0  
+ virtual Result< void,  
    FileError > removeDirectory  
(const std::filesystem::path  
&dirPath) const =0  
+ virtual Result< std  
::uintmax_t, FileError  
    > removeDirectoryRecursive  
(const std::filesystem::path  
&dirPath) const =0  
+ virtual bool exists  
(const std::filesystem  
::path &dirPath) const =0  
+ virtual Result< bool,  
    FileError > isEmpty  
(const std::filesystem  
::path &dirPath) const =0  
+ virtual Result< std  
::vector< std::filesystem  
::path >, FileError > listEntries  
(const std::filesystem::path &dirPath)  
const =0  
+ virtual Result< std  
::vector< std::filesystem  
::path >, FileError > listEntries  
Recursive(const std::filesystem  
::path &dirPath) const =0  
+ virtual Result< std  
::filesystem::path,  
    FileError > getCurrentDirectory  
() const =0  
+ virtual Result< std  
::filesystem::path,  
    FileError > getTempDirectory  
() const =0
```



dotnamecpp::utils:: DirectoryManager

```
+ DirectoryManager()  
=default  
+ DirectoryManager(const  
DirectoryManager &)=delete  
+ DirectoryManager &  
operator=(const Directory  
Manager &)=delete  
+ DirectoryManager &  
operator=(DirectoryManager  
&&)=delete  
+ ~DirectoryManager  
() override=default  
+ Result< void, FileError  
    > createDirectory(const  
std::filesystem::path &dirPath)  
const override  
+ Result< void, FileError  
    > removeDirectory(const  
std::filesystem::path &dirPath)  
const override  
+ Result< std::uintmax  
_t, FileError > removeDirectory  
Recursive(const std::filesystem  
::path &dirPath) const override  
+ bool exists(const std  
::filesystem::path &dirPath)  
const override  
+ Result< bool, FileError  
    > isEmpty(const std::  
filesystem::path &dirPath)  
const override  
+ Result< std::vector  
< std::filesystem::path  
    >, FileError > listEntries  
(const std::filesystem::path  
&dirPath) const override  
+ Result< std::vector  
< std::filesystem::path  
    >, FileError > listEntriesRecursive  
(const std::filesystem::path &dirPath)  
const override  
+ Result< std::filesystem  
::path, FileError > getCurrent  
Directory() const override  
+ Result< std::filesystem  
::path, FileError > getTempDirectory  
() const override
```