dotnamecpp::utils::IPlatformInfo

+ virtual ~IPlatformInfo
  ()=default

+ virtual Platform getPlatform
  () const =0

+ virtual std::string
  getPlatformName() const =0

+ virtual Result< std
  ::filesystem::path,
  FileError > getExecutablePath
  () const =0

+ virtual Result< std
  ::filesystem::path,
  FileError > getExecutableDirectory
  () const =0

+ virtual bool isWindows
  () const =0

+ virtual bool isLinux
  () const =0

+ virtual bool isMacOS
  () const =0

+ virtual bool isEmscripten
  () const =0