

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



dotnamecpp::utils:: UnixPlatformInfo

- + UnixPlatformInfo()
=default
- + UnixPlatformInfo(const
UnixPlatformInfo &)=delete
- + UnixPlatformInfo &
operator=(const UnixPlatform
Info &)=delete
- + UnixPlatformInfo(UixPlatform
Info &&)=delete
- + UnixPlatformInfo &
operator=(UnixPlatformInfo
&&)=delete
- + ~UnixPlatformInfo
() override=default
- + Platform getPlatform
() const override
- + std::string getPlatformName
() const override
- + Result< std::filesystem
::path, FileError > getExecutable
Path() const override
- + Result< std::filesystem
::path, FileError > getExecutable
Directory() const override
- + bool isWindows() const
override
- + bool isLinux() const
override
- + bool isMacOS() const
override
- + bool isEmscripten()
const override