

## 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()