

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