

`dotnamecpp::assets
::IAssetManager`

- + virtual ~IAssetManager()
()=default
- + virtual const std::filesystem::path & getAssetsPath() const =0
- + virtual std::filesystem::path resolveAsset(const std::filesystem::path &relativePath) const =0
- + virtual bool assetExists(const std::filesystem::path &relativePath) const =0
- + virtual bool validate() const =0



`MockAssetManager`

- + MockAssetManager(std::filesystem::path mockPath)
- + const std::filesystem::path & getAssetsPath()
() const override
- + std::filesystem::path resolveAsset(const std::filesystem::path &relativePath)
const override
- + bool assetExists(const std::filesystem::path &) const override
- + bool validate() const override
- + void setMockExists(bool exists)
- + void setMockValid(bool valid)