

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