

```
dotnamecpp::assets  
::IAssetManager
```

```
+ virtual ~IAssetManager  
()=default  
+ virtual const std::  
filesystem::path & getAssets  
Path() const =0  
+ virtual std::filesystem  
::path resolveAsset(const  
std::filesystem::path &relative  
Path) const =0  
+ virtual bool assetExists  
(const std::filesystem  
::path &relativePath) const =0  
+ virtual bool validate  

```

```
MockAssetManager
```

```
+ MockAssetManager(std  
::filesystem::path mockPath)  
+ const std::filesystem  
::path & getAssetsPath  
+ std::filesystem::path  

```

```
dotnamecpp::assets  
::AssetManager
```

```
+ AssetManager(std::  
filesystem::path assetsPath)  
+ const std::filesystem  
::path & getAssetsPath  
() const override  
+ std::filesystem::path  
resolveAsset(const std  
::filesystem::path &relativePath)  
const override  
+ bool assetExists(const  
std::filesystem::path  
&relativePath) const override  
+ bool validate() const  
override  
+ static std::unique  
_ptr< IAssetManager  
> create(const std::  
filesystem::path &executable  
Path, const std::string &appName)
```