

dotnamecpp::utils:: IDirectoryManager
<ul style="list-style-type: none"> + 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



dotnamecpp::utils:: DirectoryManager
<ul style="list-style-type: none"> + DirectoryManager() =default + DirectoryManager(const DirectoryManager &)=delete + DirectoryManager & operator=(const Directory Manager &)=delete + DirectoryManager(Directory Manager &&)=delete + DirectoryManager & operator=(DirectoryManager &&)=delete + ~DirectoryManager () override=default + Result< void, FileError > createDirectory(const std::filesystem::path &dirPath) const override + Result< void, FileError > removeDirectory(const std::filesystem::path &dirPath) const override + Result< std::uintmax _t, FileError > removeDirectory Recursive(const std::filesystem ::path &dirPath) const override + bool exists(const std ::filesystem::path &dirPath) const override + Result< bool, FileError > isEmpty(const std:: filesystem::path &dirPath) const override + Result< std::vector < std::filesystem::path >, FileError > listEntries (const std::filesystem::path &dirPath) const override + Result< std::vector < std::filesystem::path >, FileError > listEntriesRecursive (const std::filesystem::path &dirPath) const override + Result< std::filesystem ::path, FileError > getCurrent Directory() const override + Result< std::filesystem ::path, FileError > getTempDirectory () const override