

## dotnamecpp::utils:: IPathResolver

```
+ virtual ~IPathResolver  
()=default  
+ virtual Result< std  
::filesystem::path,  
FileError > getAbsolutePath  
(const std::filesystem::path  
&path) const =0  
+ virtual Result< std  
::filesystem::path,  
FileError > getCanonicalPath  
(const std::filesystem::path  
&path) const =0  
+ virtual Result< std  
::filesystem::path,  
FileError > getRelativePath  
(const std::filesystem::path  
&target, const std::filesystem  
::path &base=std::filesystem::current  
_path()) const =0  
+ virtual bool isAbsolute  
(const std::filesystem  
::path &path) const =0  
+ virtual bool isRelative  
(const std::filesystem  

```



## dotnamecpp::utils:: PathResolver

```
+ PathResolver()=default  
+ PathResolver(const  
PathResolver &)=delete  
+ PathResolver & operator  
=(const PathResolver &)  
=delete  
+ PathResolver(PathResolver  
&&)=delete  
+ PathResolver & operator  
=(PathResolver &&)=delete  
+ ~PathResolver() override  
=default  
+ Result< std::filesystem  
::path, FileError > getAbsolute  
Path(const std::filesystem  
::path &path) const override  
+ Result< std::filesystem  
::path, FileError > getCanonical  

```