

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  
    ::path &path) const =0  
+ virtual std::filesystem  
    ::path getParent(const  
    std::filesystem::path  
    &path) const =0  
+ virtual std::string  
    getFilename(const std  
    ::filesystem::path &path)  
    const =0  
+ virtual std::string  
    getExtension(const  
    std::filesystem::path  
    &path) const =0  
+ virtual std::string  
    getStem(const std::  
    filesystem::path &path)  
    const =0  
+ virtual std::filesystem  
    ::path join(const std  
    ::vector< std::string >  
    &parts) const =0
```