nixoncpp::utils::IPlatformInfo

+ virtual ~IPlatformInfo
  ()=default
+ virtual Platform getPlatform
  () const =0
+ virtual std::string
  getPlatformName() const =0
+ virtual Result< std
  ::filesystem::path,
  FileError > getExecutablePath
  () const =0
+ virtual Result< std
  ::filesystem::path,
  FileError > getExecutableDirectory
  () const =0
+ virtual bool isWindows
  () const =0
+ virtual bool isLinux
  () const =0
+ virtual bool isMacOS
  () const =0
+ virtual bool isEmscripten
  () const =0

nixoncpp::utils::UnixPlatformInfo

+ UnixPlatformInfo()
  =default
+ UnixPlatformInfo(const
  UnixPlatformInfo &)=delete
+ UnixPlatformInfo &
  operator=(const UnixPlatform
  Info &)=delete
+ UnixPlatformInfo(UnixPlatform
  Info &&)=delete
+ UnixPlatformInfo &
  operator=(UnixPlatformInfo
  &&)=delete
+ ~UnixPlatformInfo
  () override=default
+ Platform getPlatform
  () const override
+ std::string getPlatformName
  () const override
+ Result< std::filesystem
  ::path, FileError > getExecutable
  Path() const override
+ Result< std::filesystem
  ::path, FileError > getExecutable
  Directory() const override
+ bool isWindows() const
  override
+ bool isLinux() const
  override
+ bool isMacOS() const
  override
+ bool isEmscripten()
  const override