

nixoncpp::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 > listEntriesRecursive(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



nixoncpp::utils::DirectoryManager
<ul style="list-style-type: none"> + DirectoryManager() =default + DirectoryManager(const DirectoryManager &)=delete + DirectoryManager & operator=(const DirectoryManager &)=delete + DirectoryManager(DirectoryManager &&)=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 > removeDirectoryRecursive(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 > getCurrentDirectory() const override + Result< std::filesystem::path, FileError > getTempDirectory() const override