nixoncpp::utils::IDirectory Manager

+ 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

nixoncpp::utils::Directory Manager

+ 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