

## nixoncpp::utils::IDirectoryManager

```
+ 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::DirectoryManager

```
+ 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
```