nixoncpp::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

nixoncpp::utils::PathResolver

+ PathResolver()=default

+ PathResolver(const
  PathResolver &)=delete

+ PathResolver & operator
  =(const PathResolver &)
  =delete

+ PathResolver(PathResolver
  &&)=delete

+ PathResolver & operator
  =(PathResolver &&)=delete

+ ~PathResolver() override
  =default

+ Result< std::filesystem
  ::path, FileError > getAbsolute
  Path(const std::filesystem
  ::path &path) const override

+ Result< std::filesystem
  ::path, FileError > getCanonical
  Path(const std::filesystem::
  path &path) const override

+ Result< std::filesystem
  ::path, FileError > getRelative
  Path(const std::filesystem
  ::path &target, const std::filesystem
  ::path &base) const override

+ bool isAbsolute(const
  std::filesystem::path
  &path) const override

  and 6 more...