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