

## nixoncpp::utils::IPlatformInfo

```
+ virtual ~IPlatformInfo
()=default
+ virtual Platform getPlatform
() const =0
+ virtual std::string
getPlatformName() const =0
+ virtual Result< std
::filesystem::path,
FileError > getExecutablePath
() const =0
+ virtual Result< std
::filesystem::path,
FileError > getExecutableDirectory
() const =0
+ virtual bool isWindows
() const =0
+ virtual bool isLinux
() const =0
+ virtual bool isMacOS
() const =0
+ virtual bool isEmscripten
() const =0
```