

```

/**
 * @brief initialise the file
 * An example of function overloading in cpp.
 * It does the same job as the normal init() function.
 * We can keep the name the same but have to make sure the parameters are different.
 * where we change the signature of a function by changing its parameters
 * essentially creating a new function.
 * @param std::string - file path
 * @return void
 */

void Document::init(std::string inF) {

    /**
     * We get all the contents of the file into the string buffInfo using the std::getline
     * Each time we read a line from getline the previous line in the string gets overwritten
     * so we store it in a large string buffer (stringstream).
     * Once all the data is read we then put it back into the string, buffInfo,
     * for the rest of the program to use.
     */

    std::ostringstream val;
    std::ifstream inputF;
    relPath = inF;
    inputF.open(inF, std::ios::in);
    if (!inputF) {
        fmt::print(stderr, "File cannot open");
    }
    while (std::getline(inputF, buffInfo)) {
        val << buffInfo << '\n';
    }
    buffInfo = val.str();
    inputF.close();
}

```