

```
/**  
 * save the file when a filename is passed through  
 */  
bool Document::saveFile(const std::string &filename) {  
    // set the relative path to the file we save  
    relPath = filename;  
    std::ofstream outFile(filename); // open the file  
  
    std::stringstream dataToSave;  
  
    // stream the buffer information into a string  
    for (auto str : buffInfo) {  
        dataToSave << str; // send it to the stringstream to handle it  
    }  
  
    outFile << dataToSave.str(); // send it to the file  
    outFile.close();  
    docChanged = false;  
    return true;  
}
```