```cpp
/**
 * save the file when a filename is passed through
 */
bool Document::saveFile() {
  std::ofstream outFile(relPath); // 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;
}
```