dotnamecpp::utils:: IFileReader
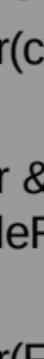
+ virtual ~IFileReader ()=default

+ virtual Result< std ::string, FileError > read(const std::filesystem ::path &filePath) const =0

+ virtual Result< std ::vector< uint8_t >, FileError > readBytes (const std::filesystem ::path &filePath) const =0

+ virtual Result< std ::vector< std::string >, FileError > readLines (const std::filesystem::path &filePath) const =0

+ virtual bool exists (const std::filesystem ::path &filePath) const =0

+ virtual Result< std ::uintmax_t, FileError > getSize(const std:: filesystem::path &filePath) const =0

dotnamecpp::utils:: FileReader

+ FileReader()=default

+ FileReader(const FileReader &)=delete

+ FileReader & operator =(const FileReader &) =delete

+ FileReader(FileReader &&)=delete

+ FileReader & operator =(FileReader &&)=delete

+ ~FileReader() override =default

+ Result< std::string, FileError > read(const std::filesystem::path &filePath) const override

+ Result< std::vector < uint8_t >, FileError > readBytes(const std ::filesystem::path &filePath) const override

+ Result< std::vector < std::string >, FileError > readLines(const std:: filesystem::path &filePath) const override

+ bool exists(const std ::filesystem::path &filePath) const override

+ Result< std::uintmax _t, FileError > getSize (const std::filesystem ::path &filePath) const override