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