

dotnamecpp::utils:: IFileWriter

- + virtual ~IFileWriter
()=default
- + virtual Result< void,
FileError > write(const
std::filesystem::path &filePath,
const std::string &content,
bool append=false) const =0
- + virtual Result< void,
FileError > writeBytes
(const std::filesystem
::path &filePath, const
std::vector< uint8_t > &data,
bool append=false) const =0
- + virtual Result< void,
FileError > writeLines
(const std::filesystem
::path &filePath, const
std::vector< std::string
> &lines, bool append=false)
const =0
- + virtual Result< void,
FileError > touch(const
std::filesystem::path &filePath)
const =0