

## 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



## dotnamecpp::utils:: FileWriter

- + FileWriter()=default
- + FileWriter(const FileWriter  
&)=delete
- + FileWriter & operator  
=(const FileWriter &)  
=delete
- + FileWriter(FileWriter  
&&)=delete
- + FileWriter & operator  
=(FileWriter &&)=delete
- + ~FileWriter() override  
=default
- + Result< void, FileError  
> write(const std::filesystem  
::path &filePath, const std  
::string &content, bool append  
=false) const override
- + Result< void, FileError  
> writeBytes(const std  
::filesystem::path &filePath,  
const std::vector< uint8\_t  
> &data, bool append=false)  
const override
- + Result< void, FileError  
> writeLines(const std  
::filesystem::path &filePath,  
const std::vector< std::string  
> &lines, bool append=false)  
const override
- + Result< void, FileError  
> touch(const std::filesystem  
::path &filePath) const override