

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