## 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