

## nixoncpp::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
```



## nixoncpp::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
```