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