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