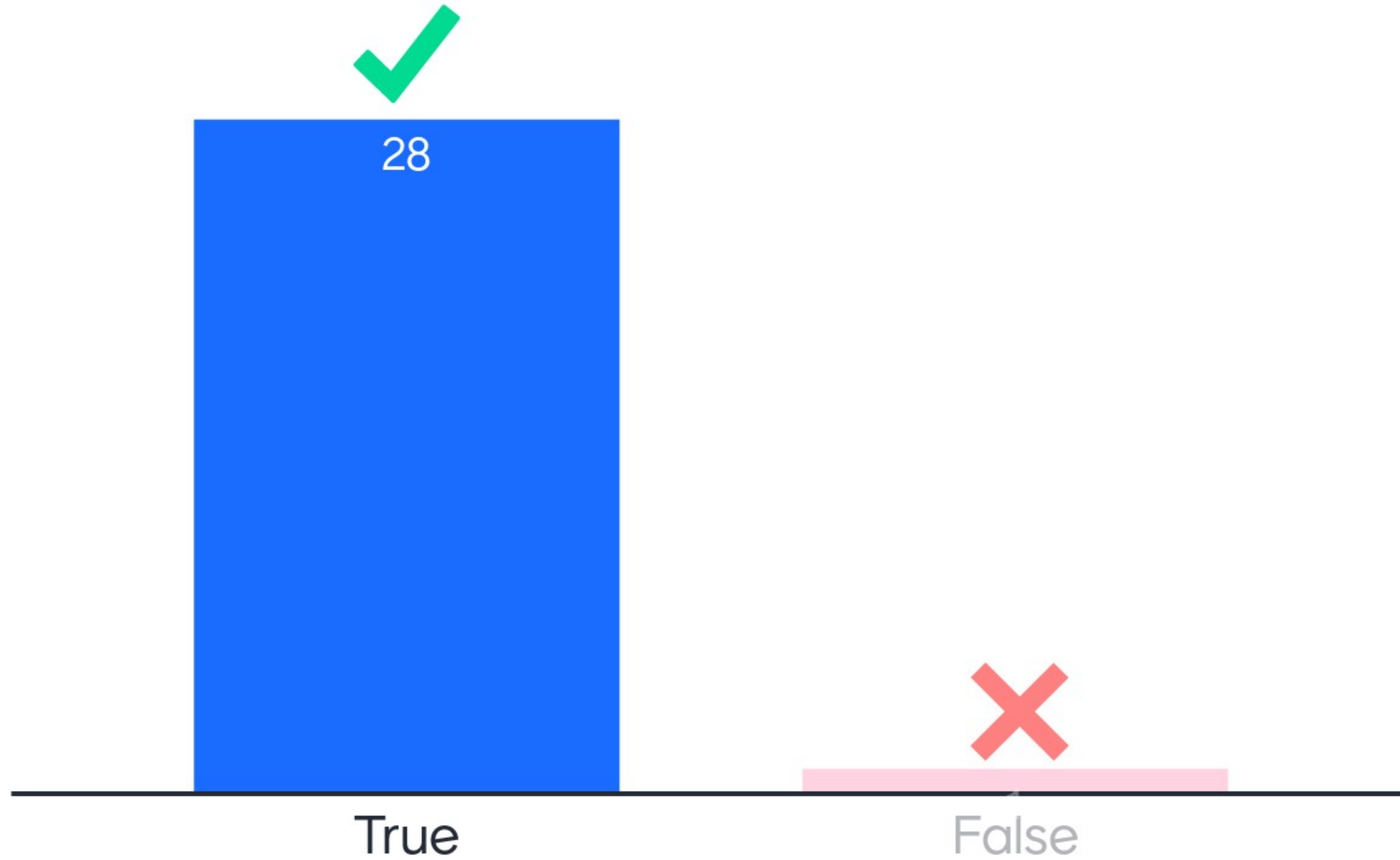


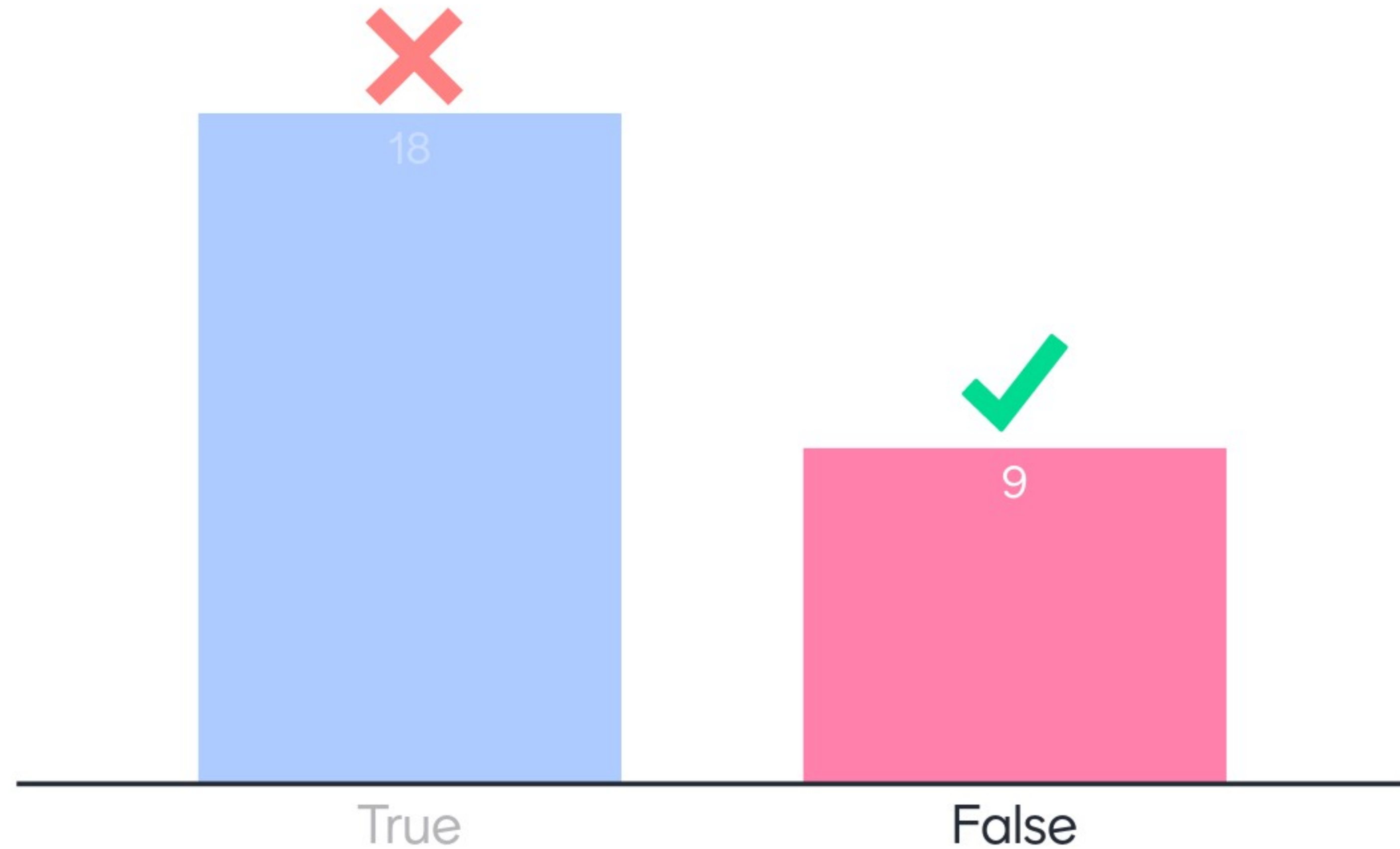
# Opening a file creates a file object



# Leaderboard

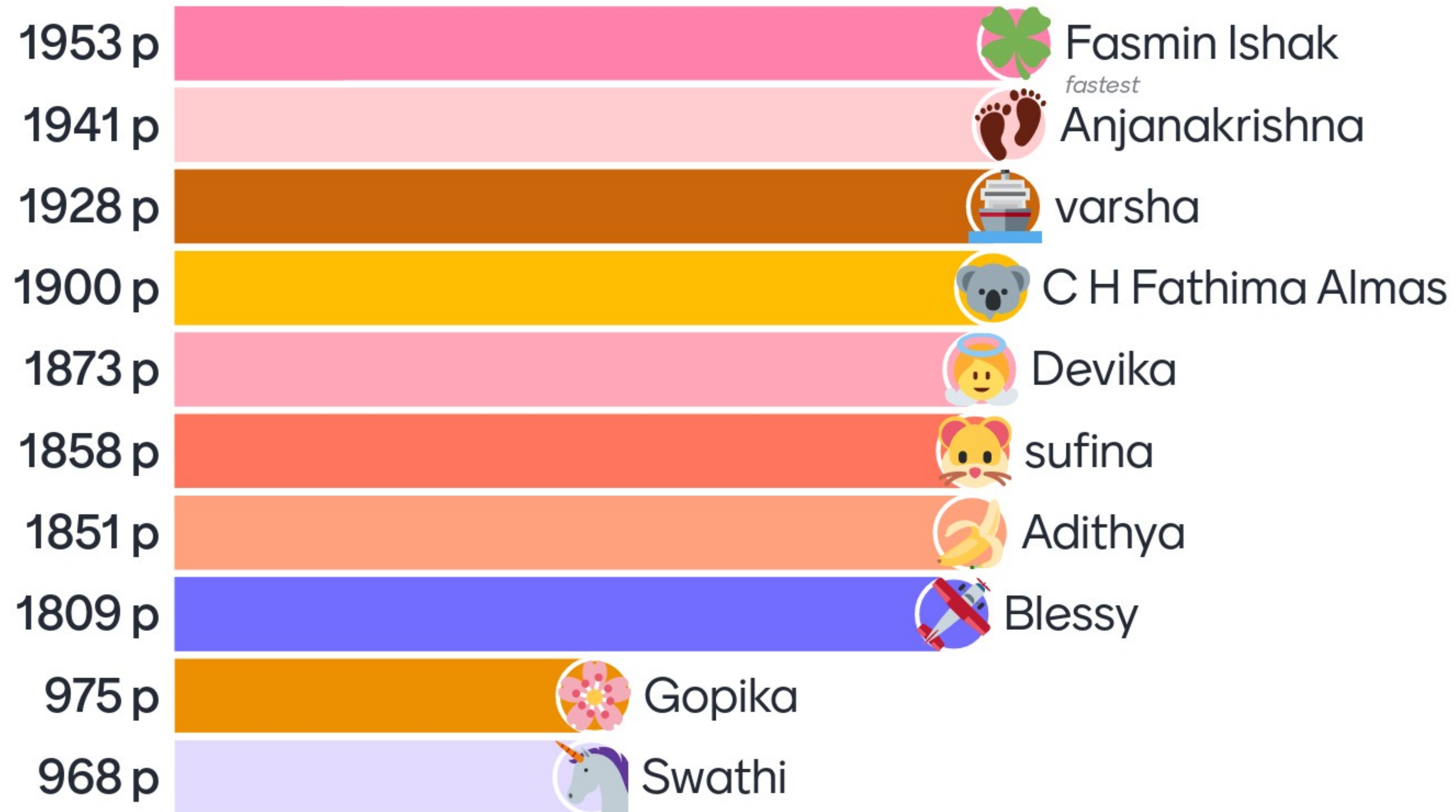


# To put data in the file we invoke the read method on the file object

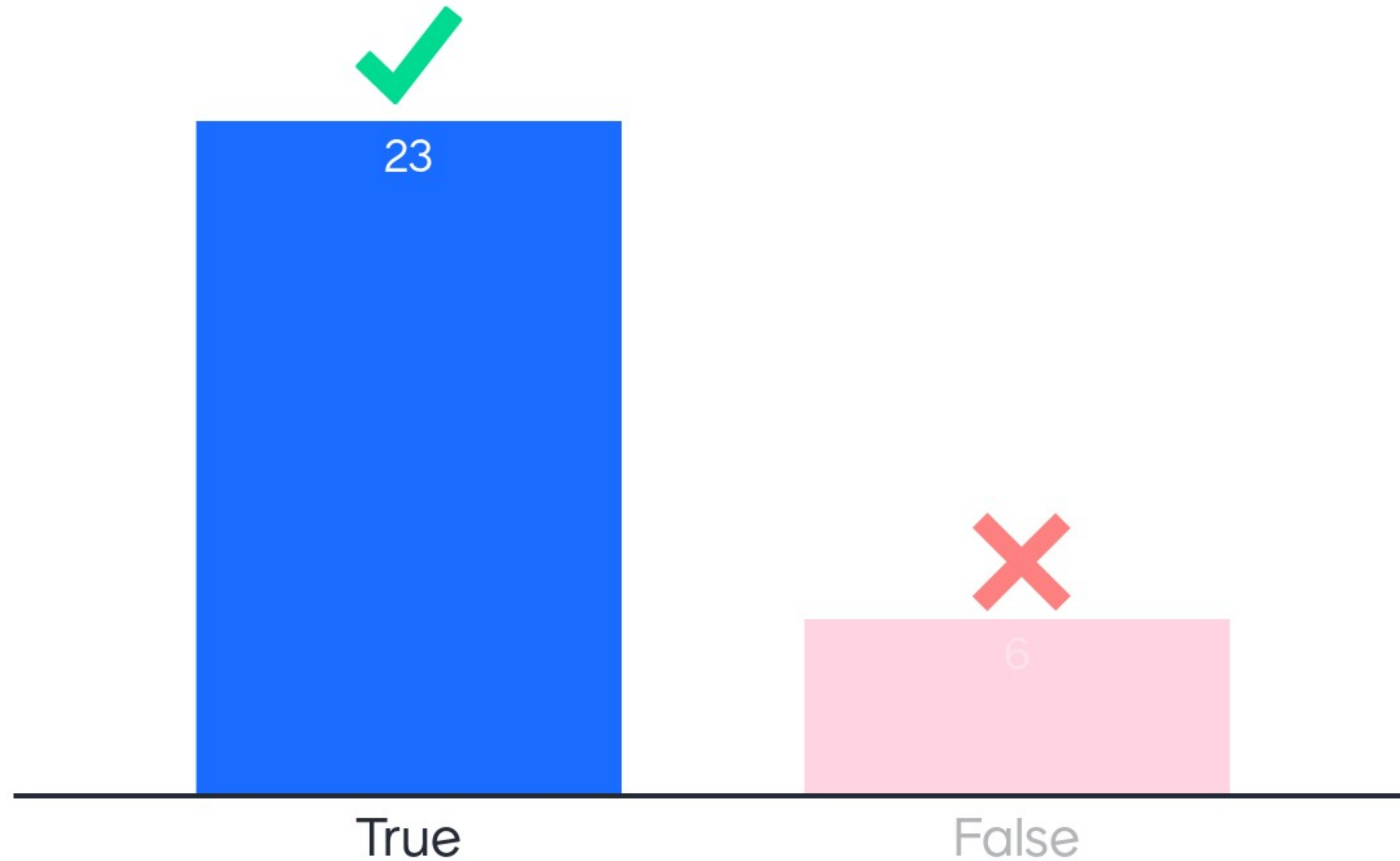




# Leaderboard

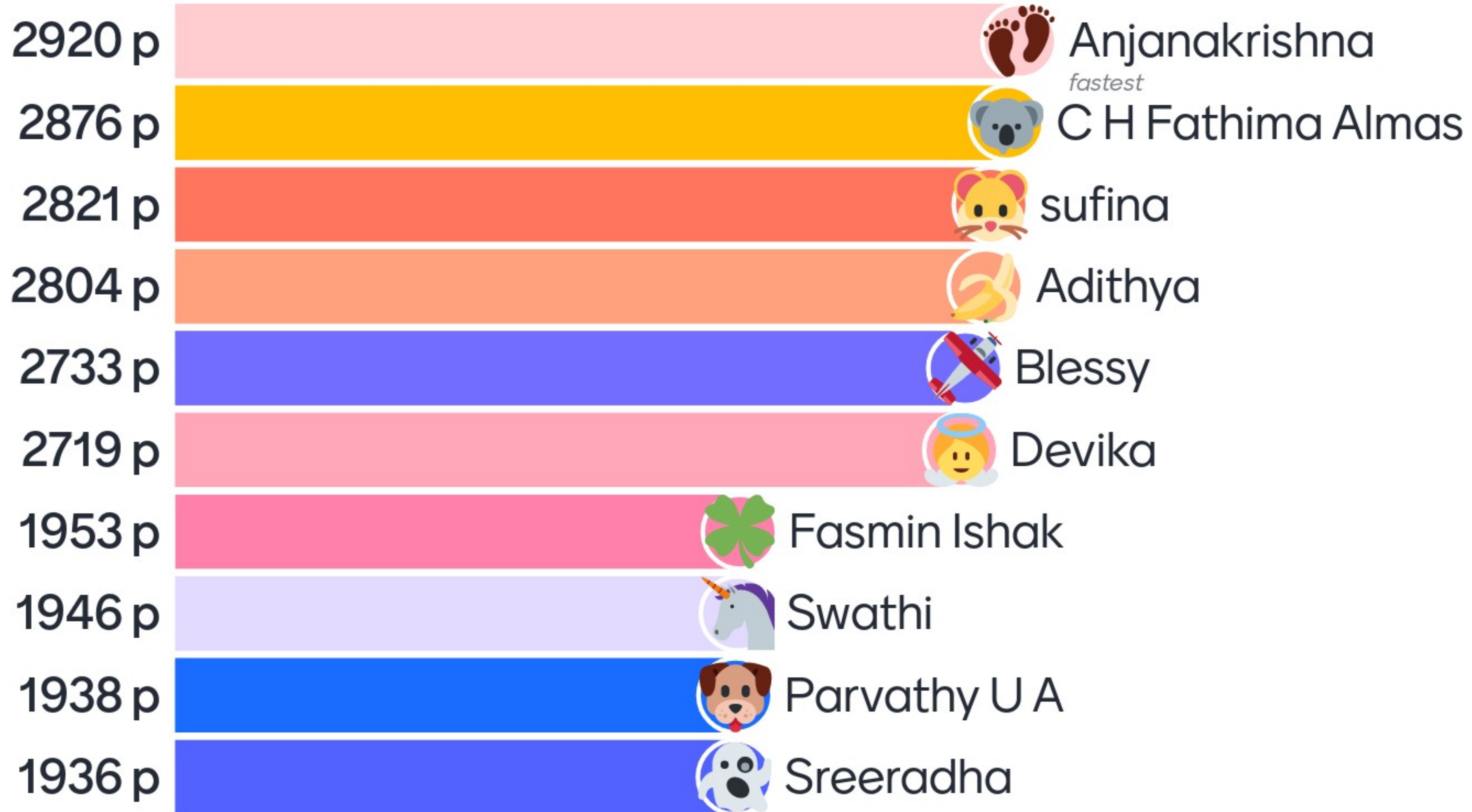


# Closing the file tells the system that we are done writing and makes the file available for reading

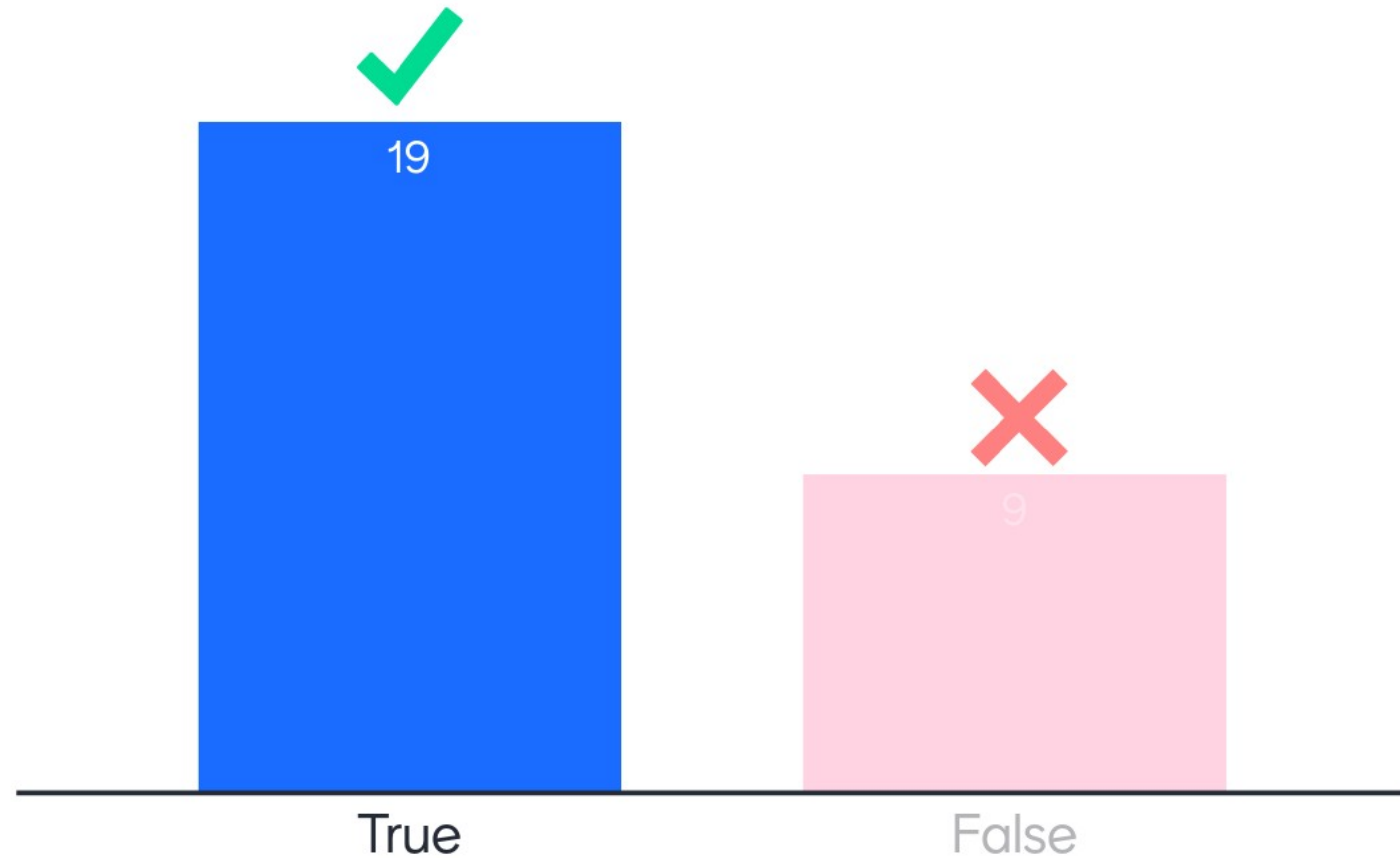




# Leaderboard



# With no arguments, read method reads the entire contents of the file





# Leaderboard

