Data.Write

WriteController

- SCORE_PATH: final string

~ writeData(AssetType type, String filename, List<String> data): void

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Write

- file: final File

<Contructor> Write(String folderpath, String filename)
~ writeTextFile(List<String> data): void
~ getFile: File

DataWriter

~ writeData(AssetType type, String filename, List<String> data): void