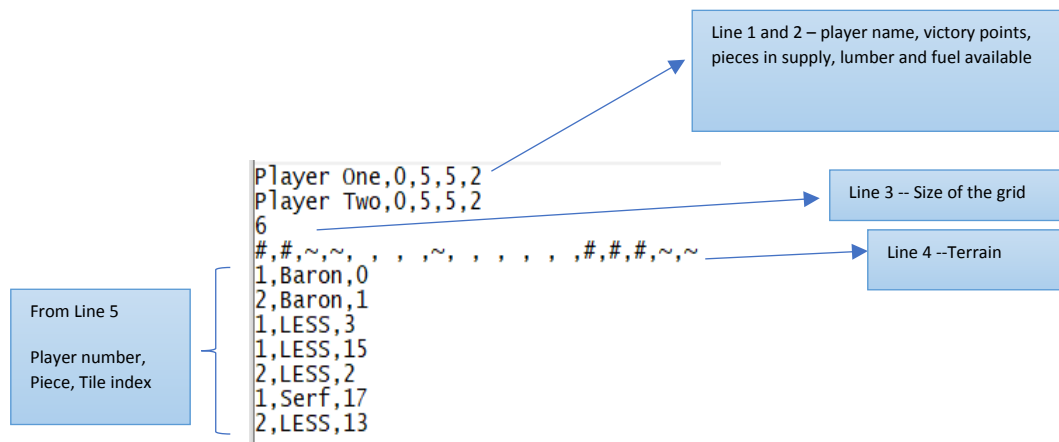


Task 1 – Save the game

Define the subroutine `SaveGame()` such that it asks the user to enter a file name. This subroutine creates a new text file with the relevant file name. The text file should save the state of game as shown in the picture below.



If `SaveGame` subroutine successfully writes into the text file, print "Game has been saved" else print the appropriate error message.

Task 2 - Display the tile numbers

Create a subroutine 'DrawGridWithTileNumbers' which will display the tile numbers on a grid to help the players identify each tile

eg for the default game:

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24	25	26	27
28	29	30	31