# Chapter 11 CRT

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1. No since data in a file is permanent unless willingly overwritten while memory in data is temporary, usually used for a program and is volatile.
2. import java.io.File;
3. The path given to File object constructor isn't the full path meaning it cannot create the file object.
4. You use try to run the code you want to catch errors in and you use catch to define the code you want to run if there is an error
   B.
   ```
   try {
           File file = new File(fileName);
           if (file.createNewFile())
           {
                   System.out.println("File created successfully: " + fileName);
           }catch (IOException err)
   {
           System.out.println("Error could not create the file named: '" + fileName);
            System.err.println("IOException: " + err.getMessage());
   }

   }
   ```
5. 
   a. System.err
   b. In the display or program could also be designed to display output via gui through a display area or pop up gui
6. 
   a. It manages the file reference so path of file and data in the file
   b. /r/n
7. FileWritter and BufferedWritter
8. totalBalance += Double.ParseDouble(accountBalance)
9. Serialization writes an object while deserialization retrieves them and their data
10. java.io.Serializable