com.george.als.data
Class SaveFile

```
java.lang.Object
  └─com.george.als.data.SaveFile
```

public class **SaveFile**
extends java.lang.Object

The SaveFile Class is used to save map and bug data to an open file or a user defined file. It synchs the maps information and attempts to save the files

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Constructor Summary

SaveFile(Map map, java.lang.String mapFileName, java.lang.String bugsFileName)   The default constructor

Method Summary

void	**save**() This method is called and first synchs the map and saves it Then it saves the bug data

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

SaveFile

```
public SaveFile(Map map,
                java.lang.String mapFileName,
                java.lang.String bugsFileName)
```

> The default constructor

> **Parameters:**
> > map - the map to save

mapFileName - the map file to save to

bugsFileName - the bug file to save to

Method Detail

save

public void **save**()

This method is called and first synchs the map and saves it Then it saves the bug data

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