**import** java.io.ObjectOutputStream;

load = **new** Button("LOAD");

save = **new** Button("Save");

saveTXT = **new** TextField();

loadTXT = **new** TextField();

save.setOnAction((**new** EventHandler<ActionEvent>()

{

@Override

**public** **void** handle(ActionEvent eve) {

**try** {

String outputLoc = "face";

Save mydata = **new** Save(playerARR, CPUARR, hitormiss, recARR);

ObjectOutputStream output = **new** ObjectOutputStream(**new** FileOutputStream(outputLoc)); //create the File

output.writeObject(mydata);

output.close();

}

**catch** (Exception e)

{

saveTXT.setText("An error has occurred when saving to the file!");

}

}

}));

load.setOnAction((**new** EventHandler<ActionEvent>()

{

@Override

**public** **void** handle(ActionEvent eve) {

**try**

{

String outputLoc = save.getText();

Save mydata = **new** Save(playerARR, CPUARR, hitormiss, recARR);

ObjectOutputStream output = **new** ObjectOutputStream(**new** FileOutputStream(outputLoc)); //create the File

output.writeObject(mydata);

output.close();

}

**catch**(Exception e2)

{

loadTXT.setText("An error has occurred when saving to the file!");

}

}

}));

HBox HBox4 = new HBox(saveTXT,save,loadTXT,load);