public void writeHighScoreFile(){

try{

OutputStream out = new FileOutputStream("src\\GameFiles\\HighScore.txt");

for(int i = 0; i < playerList.size();i++){

byte[] data;

data = playerList.get(i).getName().getBytes();

out.write(data);

data = ("" + playerList.get(i).getScore()).getBytes();

out.write(data);

}

}

catch(IOException e){

System.out.println("Error: " + e);

}

}

public void readHighScoreFile(){

try{

InputStream in = getClass().getResourceAsStream("/GameFiles/HighScore.txt");

BufferedReader br = new BufferedReader(new InputStreamReader(in));

boolean eof = false;

String playerName = "";

int playerScore = 0;

while(!eof){

playerName = br.readLine();

if(playerName == null){

eof = true;

}

else{

playerScore = Integer.parseInt(br.readLine());

}

playerList.add(new Player(playerScore,playerName));

}

}

catch(IOException e){

System.out.println("Error: " + e);

}

}

public ArrayList <Player> sortPlayers(ArrayList <Player> a,int l, int r){

if(l >= r){

return a;

}

else{

Player pivot = a.get((l + r)/2);

int i = l;

int j = r;

while(i < j){

while(a.get(i).getScore() < pivot.getScore()){

i++;

}

while(a.get(j).getScore() > pivot.getScore()){

j--;

}

if (i <= j) {

Player temp = a.get(i);

a.add(i, a.get(j));

a.add(j, temp);

i++;

j--;

}

sortPlayers(a, l, j);

sortPlayers(a, i, r);

}

}

return a;

}

readHighScoreFile();

String name = JOptionPane.showInputDialog("Enter your name");

playerList.add(new Player(((PlayerShip) playerShip).getGold(),name));

playerList = sortPlayers(playerList,0,playerList.size() - 1);

writeHighScoreFile();

System.exit(0);

private ArrayList <Player> playerList = new ArrayList <Player>();