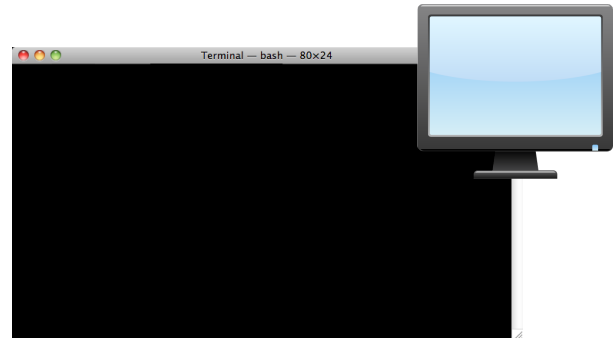
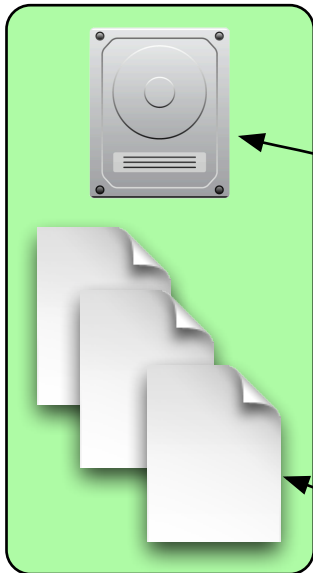
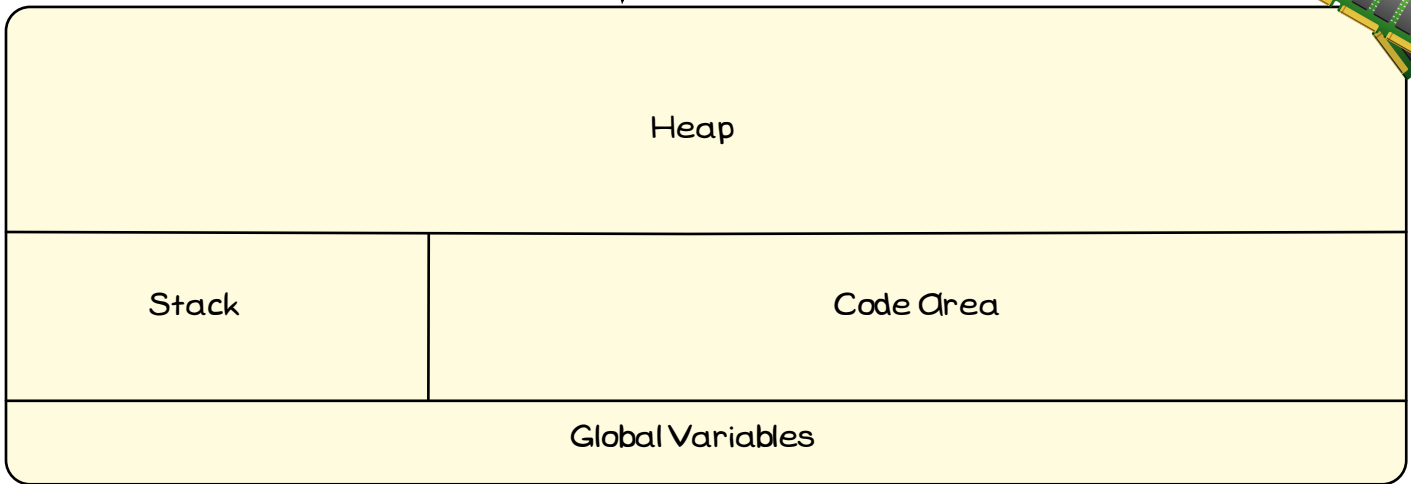
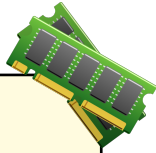


Values in memory exist only while the program is running. When it ends, they are gone!



To persist (keep) values you need to save them...

by writing them into a file