03/20/2014

* implementing java.io.Serializable to stream bytes into memory
* Saving a file:
  + User must type in name for file
  + Program should check for an existing file with the same name
  + Give the user the chance to avoid overwriting an already existing file
  + Use OK or CANCEL buttons
* Java.io.File exists() and canWrite()
* saveToFile method used to transmit the byte to a file
* ObjectOutputStream serializes the bytes from memory
  + Passed into a FileOutputStream into an External File
* Loading:
  + From External Storage 🡪 Memory
  + Masses of Bytes 🡪 organized into Objects
  + User enters file name and presses the LOAD button
  + Make sure there is a file name, the file exists, and can be read
  + loadFromFile
  + FileInputStream 🡪 ObjectInputStream