

**Id : ds-1294**

Result : Unknown

Reason :

Sink Statement : Line 1057

```
1045 private void saveGame(Bundle map) {
1046     Bundle outState = map;
1047     Parcel parcel = Parcel.obtain();
1048
1049     if (outState == null) {
1050         outState = new Bundle();
1051         saveState(outState);
1052     }
1053
1054     try {
1055         FileOutputStream fos = openFileOutput(SAVE_GAME, Context.MODE_PRIVATE);
1056         outState.writeToParcel(parcel, flags: 0);
1057         fos.write(parcel.marshall());
1058         fos.flush();
1059         fos.close();
1060         /*
1061          * Set a flag indicating that the player saved the game.
1062          */
1063     }
```

Source Statement : Line 995

```
992 */
993 private Bundle restoreSavedGame() {
994     Bundle inState = null;
995     Parcel parcel = Parcel.obtain();
996
997     try {
998         FileInputStream fis = openFileInput(SAVE_GAME);
999         byte[] array = new byte[(int) fis.getChannel().size()];
1000         fis.read(array, byteOffset: 0, array.length);
1001         fis.close();
1002         parcel.unmarshall(array, 0, array.length);
1003         parcel.setDataPosition(0);
1004         inState = parcel.readBundle();
1005         inState.putAll(inState);
1006     } catch (FileNotFoundException fnfe) {
1007         /*
1008          * Cannot open file, so the game could not be restored.
1009          */
1010     } catch (IOException ioe) {
1011     }
```

The source variable is filled with data from a file SAVE\_GAME = "FrozenBubble.save". The sink statement writes to this file. the data from the file is converted to a Bundle which travels at numerous places in the code. It is unclear whether the same data reaches the sink from the source.