

**Id : ds-1284**

Result : True Positive

Reason :

Source Statement : Line 1047

Sink Statement : Line 1056

```
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         */
```

The source and sink are in the same function, variable travels from line 1047 to 1056.