```
FrozenBubble.java
saveGame()
outState = new Bundle()
call to saveState(outState)
Line 1051
```

--outstate-->

```
SINK
FrozenBubble.java
saveGame()
outstate.writeToParcel(parcel,0)
FileOutputStream.write(parcel)
[SINK is .write() statement]
Line 1057
```

outstate

```
FrozenBubble.java
saveState()
map.putBoolean(...)
map.putInt(...)
[variables arcadeGame,
gameLocale, myPlayerId,
numPlayers, opponentId are
added in map]
Line 1114
```

1)saveGame() passes a bundle object to be modified by saveState(). Later, saveGame writes the outstate to parcel.
2) In SaveState, we need to track 5 variables, and each of these variables have many usages across the app. Thus, we mark it as UNKNOWN