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| **Newly Updated Methods** | **Description** |
| Read(File f) | Read content from txt file |
| Write(String s, File f) | Rewrite the string to txt file |
| Clear(File f) | Reset the value stored in txt file to 0, both for score and the grid |
| saveGrid() | Save the current grid value to txt file. Allow user to resume from where they left off when they quit the last game. |
| HighestScore | Rewrite the highest score to txt file, store highest score. |
| Updated: dimensions() | Added new function:  If the #nodes saved in txt file are equal to the size of current grid, then copy all of the saved node value to current grid, allow user to resume from last game. |