

Solutions

Each answer shows the steps, then the **result**.

2.1

- a variable is lost when the program stops
- a file **keeps the data after the program stops** (non-volatile)

2.2

- three steps, in order
- **open, read or write, close**

3.1 C

- data that must survive after the program stops is stored **in a file**
- A, B and D live in RAM and are lost when the program ends

3.2

(a)

- open for writing; write the name; close

```
OPENFILE "scores.txt" FOR WRITE  
WRITEFILE "scores.txt", playerName  
CLOSEFILE "scores.txt"
```

(b)

- the data may **not be saved**, or the file may be left **locked or corrupted**