FileIO

The FileIO component represents the loading and saving functionality of SimsU. In order to perform these functions, FileIO must have direct access to the current GameState, which is maintained by the Logic component anytime the state of the game changes (this occurs rather frequently).

FileIO consists of a single class: FileIO.C. There are 2 functions in FileIO.C that the Logic component calls: load and save.

- Load
    - create a new GameState
    - takes in a filename specified by the user (string)
    - parses in the corresponding text file, value by value
    - sets all the game's attributes in the new GameState via mutator methods

- Save
    - takes in a filename specified by the user (string)
    - gets all the game's attributes from the GameState via accessor methods
    - outputs them to a text file, value by value

load

```
GameState* load(string file)
```
This method loads a game from a file, and sets the current GameState.

save

```
void save(string file, GameState gs)
```
This method gets the current GameState, and saves it to a file.