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fileSavingFunctionsForAlias.h
// Global variables (for file writing)
unsigned int result; // flag returned when handling files
byte fileHandle; // handle to the data file
short bytesWritten; // number of bytes written to the file
string fileHeader; // column header for data in the file
int fileNumber, filePart; // integers to split up data file names
string fileName; // name of the file
string strFileNumber; // file number e.g myDataFile 1, 2, 3
string strFilePart; // file part e.g. myDataFile1-1, 1-2, 1-3
string text; // string to be written to file i.e. data values

// Create and initialize a file
void InitWriteToFile() {
  fileNumber = 0; // set first data file to be zero
  filePart = 0; // set first part of first data file to zero
  fileName = "alias666.csv" ; // name of data file //
<-----
  result=CreateFile(fileName, 1024, fileHandle);
  // NXT Guide Section 9.100 pg. 1812 and Section 6.59.2.2 pg. 535
  // returns file handle (unsigned int)
  // check if the file already exists
  while (result==LDR_FILEEXISTS) // LDR_FILEEXISTS returns if file pre-exists
  {
    CloseFile(fileHandle);
    fileNumber = fileNumber + 1; // create new file if already exists
    fileNumber=NumToStr(fileNumber);
    fileName=StrCat("alias666" , fileName, ".csv"); //
<-----
    result=CreateFile(fileName, 1024, fileHandle);
  } // end while
  // play a tone every time a file is created
  PlayTone(TONE_B7, 5);
  fileHeader = "Time [s], Voltage [V]" ; // header for myData file
<-----
  WriteLnString(fileHandle, fileHeader, bytesWritten);
  // NXT Guide Section 6.59.2.43 pg. 554
  // Write string and new line to a file
  // bytesWritten is an unsigned int. Its value is # of bytes written
} // end InitWriteToFile

void WriteToFile(string strTempText) {
  // strTempText stores the text (i.e. ticks and motorRpm to be written to file
  // write string to file
  result=WriteLnString(fileHandle, strTempText, bytesWritten);
  // if the end of file is reached, close the file and create a new part
  if (result==LDR_EOFEXPECTED) // LDR_EOFEXPECTED is flagged when end-of-file
  { // close the current file
    CloseFile(fileHandle); // NXT Guide Section 6.59.2.1 pg. 535
    // Closes file associated with file handle
    // create the next file name
    filePart = filePart + 1;
    strFileNumber = NumToStr(fileNumber);
    strFilePart = NumToStr(filePart);
    fileName = StrCat("alias666" , strFileNumber, "-", strFilePart , ".csv"); //
<-----
    // delete the file if it exists
    DeleteFile(fileName); // NXT Guide Section 6.59.2.5 pg. 537
    // Delete the file specified by the string input
    // create a new file
    CreateFile(fileName, 1024, fileHandle);
    // play a tone every time a file is created
    PlayTone(TONE_B7, 5);
    WriteLnString(fileHandle, strTempText, bytesWritten);

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} // end if  
} // end WriteToFile  
  
// Close the file  
void StopWriteToFile() {  
    // close the file  
    CloseFile(fileHandle);  
} // end StopWriteToFile
```