

# DB.cs

## Overview

Loading and saving data into a JSON object that acts as a database. You just need to pass in the type of object you are saving/loading data as and a dictionary of those objects.

NOTE: Only string keys are supported.

## Setup

1. None since it is a static and global variable

## Methods

### LoadItems()

- Returns: **Dictionary<string, T>**
  - T is a generic type determined by the type you pass in. For more info, google "Generic Types C#"
- Gets JSON file (inventory database) and converts into a dictionary with string keys and values containing objects of whatever type you pass in.

### SaveItems(string dataPath, Dictionary<string, T> ItemsToSave)

- Returns: **void**
- Takes all objects in the dictionary passed in and adds/removes them to the JSON DB