

## +RacingBot <u>- jda:JDA</u> - configProperties:ConfigPropertiesHandler - db:DBHandler gameplayHandler: GameplayHandler +DBHandler - instance : DBHandler - connectionString : ConnectionString - settings : MongoClientSettings - configProperties : ConfigPropertiesHandler - mongoClient : MongoClient - database : MongoDatabase userCollection: MongoCollection<Player> - shopCollection : MongoCollection<Shop> raceEventCollection : MongoCollection<RaceEvent> - DBHandler() + <static> getInstance() : DBHandler + generateId(length : int) : String + raceEventExists(id : String) : boolean + insertRaceEvent(raceEvent : RaceEvent) : void + updateRaceEvent(raceEvent : RaceEvent) : void + obtainRecentRaceEvent() : RaceEvent + getRaceEvent(id : String) : RaceEvent + removeDriverFromRaceEventInDB(driverId : String, raceEventId : String): boolean + updateDriverStateInDB(playerId : String, driverId : String, state : DriverState) : boolean + getRaceEventCollection() : MongoCollection<RaceEvent> + setRaceEventCollection(raceEventCollection: MongoCollection<RaceEvent>): void + userExists(String : id) :bool + insertUser(p : Player) : void + updateUser(p : Player) : void + getPlayer(id : String) : Player + insertShop(shop : Shop) : void + getShop(id : int) : Shop + updateShop(shop : Shop) : void + getShops() : List<Shop> + getDatabase() : MongoDatabase + setDatabase(database : MongoDatabase) : void + getUserCollection() : MongoCollection<Player> + setUserCollection(): void + getShopCollection(): MongoCollection<Shop> + getConnectionString() : ConnectionString <u>+ setConnectionString(connectionString : ConnectionString) : void</u> + getSettings() : MongoClientSettings + setSettings(settings : MongoClientSettings) : void + getMongoClient() : MongoClient + setMongoClient(mongoClient : MongoClient) : void + getConfigProperties() : ConfigPropertiesHandler + setConfigProperties(configProperties : ConfigPropertiesHandler) : void

+ toString() : String + hashCode() : int + equals() : bool