

+RacingBot

- jda:JDA
- 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
- + setConnectionString(connectionString : ConnectionString) : void
- + getSettings(): MongoClientSettings
- + setSettings(settings : MongoClientSettings) : void
- + getMongoClient(): MongoClient
- + setMongoClient(mongoClient : MongoClient) : void
- + getConfigProperties(): ConfigPropertiesHandler
- + setConfigProperties(configProperties : ConfigPropertiesHandler) : void
- + toString() : String
- + hashCode(): int
- + equals(): bool