

MANUAL SQLite per UNITY

Crear una carpeta amb el nom de *Plugins* dins de la carpeta *Assets*.

Descarregar el paquet de Sqlite3 en la pàgina web [Mono.Data](#) on el fitxer comprimit següent, si és per màquines 64 bits i si és per una màquina de 32 bits [Mono.Data](#):



sqlite3.zip

i copiar-ho en la carpeta creada abans.

Importem les llibreries en els scripts escrivim el següent:

```
using System.Data;
using Mono.Data.Sqlite;
```

Crear la base de dades amb el següent script:

```
public class gameManager : MonoBehaviour
{
    private string ddbbName = "/Plugins/ddbbname.s13 ";
    SqliteConnection connec;
    SqliteCommand command;

    private void Start()
    {
        string filepath = "URI=file:" + Application.dataPath + ddbbName;
        connec = new SqliteConnection(filepath);
        connec.Open();
        command = connec.CreateCommand();
        command.CommandText = "CREATE TABLE IF NOT EXISTS 'gamers' (" +
                                " 'id' INTEGER PRIMARY KEY ASC" +
                                " 'name' TEXT," +
                                " 'score' INTEGER" +
                                ");";
        command.ExecuteNonQuery();
        connec.Close();
    }
}
```

Per llegir en una base de dades:

```
private string ddbbName = "/Plugins/ddbbname.sl3";
SqliteConnection connec;
SqliteCommand command;
SqliteDataReader dades;

void Start()
{
    string filepath = "URI=file:" + Application.dataPath + ddbbName;
    connec = new SqliteConnection(filepath);
    connec.Open();
    string consul = "SELECT * FROM gamers ORDER BY score DESC LIMIT 3 ";
    command = connec.CreateCommand();
    command.CommandText = consul;
    dades = command.ExecuteReader();
    int n = 0;
    while (dades.Read())
    {
        if (n < 3)
        {
            name = dades.GetString(1);
            nameTx[n].text = n + 1 + ".- " + name;
            score = dades.GetInt32(2);
            scoreTx[n].text = "" + score;
        }
        n += 1;
    }
    connec.Close();
}
```

Per afegir una fila a la base de dades:

```
void Start()
{
    connec = new SqliteConnection("URI=file:" + Application.dataPath +
"/Plugins/Pacman.sl3");
}

private void insertar()
{
    connec.Open();
    command = new SqliteCommand();
    command.Connection = connec;
    command.CommandText = "INSERT INTO gamers VALUES (NULL, '" + name +
"', " + score + ")";
    command.ExecuteReader();
    connec.Close();
}
```