**PERSISTENCE**

**JogoDAO.php**

**Package**

|  |  |  |  |
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| **Name** | **Description** | **Restriction** | **Type** |
| *persistence* | Layer responsible for receiving data from the controller layer already handled and keep them on the bench, with an unique layer to contain sql commands, whose data encapsulated narrowly specified types in the model layer. | Because we adopt the MVC architecture, the persistence layer has bidirectional relationship exclusively with controller | Package |

**Class**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Restriction** | **Type** |
| *JogoDAO* | Responsible for maintaining and persist data type Jogor.php contained in the Model layer class. | - | Class |

**Variables**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Description** | **Restriction** | **Type** |
| *conexao* | Variable responsible for the connection and manipulations in the database | Instance of the class Conexao.php | Object |
| *sql* | Variable responsible for storing the sql commands | Restricted to the SQL commands | String |
| *resultado* | Variable responsible for storing the result of the sql command executed | - | String |
| *registro* | Variable responsible for keeping individual within a loop and manipulate the results coming from the database | - | String |