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using UnityEngine;
using System.Collections;
using Mono.Data.Sqlite;

public class dbConection {
    private SqlConnection _conexion;
    private SqlCommand _command;
    private SqlDataReader _reader;

    private string _query;

    public void OpenDB(string _dbName){
        _conexion = new SqlConnection (_dbName);
        _conexion.Open ();
    }

    public void SelectData(){
        _query = "Select * From continar where name='PEPE'";//continar?
        _command = _conexion.CreateCommand ();
        _command.CommandText = _query;
        _reader = _command.ExecuteReader ();

        if(_reader != null){
            while(_reader.Read()){
                PlayerPrefs.SetString("Scene",_reader.GetValue(1).ToString());
                PlayerPrefs.SetFloat("positionX",float.Parse(_reader.GetValue(2).ToString()));
                PlayerPrefs.SetFloat("positionY",float.Parse(_reader.GetValue(3).ToString()));
            }
        }
    }

    //pasa todos los monstruos de la bd a playerprefs
    public void SelectMonsterTable(){
        _query = "Select * From tablaMonstruos where owner='PEPE'";
        _command = _conexion.CreateCommand ();
        _command.CommandText = _query;
        _reader = _command.ExecuteReader ();
        Monstruo temp;
        if(_reader != null){
            while(_reader.Read()){
                temp = Monstruo.CreateMonster(_reader.GetValue(1).ToString(),_reader.GetValue(0).ToString(),int
.Parse(_reader.GetValue(2).ToString()),new Stats(_reader.GetValue(3).ToString()),new Estado(_reader.GetValue(4)
.ToString()));
                SaveMonster.AddMonster(temp,false);
            }
        }
    }

    public void DeleteMonsters(){
        _query = "DELETE FROM tablaMonstruos WHERE owner='PEPE'";
        _command = _conexion.CreateCommand ();
        _command.CommandText = _query;
        _command.ExecuteReader ();
    }

    public void InsertMonsters(){
        string[] nombres = SaveMonster.GetMonsterList();
        Monstruo temp;

        if (PlayerPrefs.GetString ("botonPresionado") == "new") {
            DeleteMonsters();
        }
    }
}

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for(int i = 0; i < nombres.Length; ++i){
    temp = SaveMonster.LoadMonster(nombres[i]);
    _query = "SELECT * FROM tablaMonstruos WHERE owner='PEPE' and name='" + temp.nombre + "'";
    _command = _conexion.CreateCommand();
    _command.CommandText = _query;
    _reader = _command.ExecuteReader();
    int cont = 0;
    if(_reader != null){
        while(_reader.Read()){
            cont++;
        }
        if(cont != 0){
            _query = "UPDATE tablaMonstruos set especie='" + temp.especie + "', exp='" + temp.exp.ToString() + "',
modStats='" + temp.modStats.ToString() + "', estado='" + temp.estado.ToString() + "' WHERE owner='PEPE' and name='" + temp
.nombre + "'";
        }else{
            _query = "INSERT INTO tablaMonstruos VALUES('" + temp.nombre + "', '" + temp.especie + "', '" + temp.
exp.ToString() + "', '" + temp.modStats.ToString() + "', '" + temp.estado.ToString() + "', 'PEPE')";
        }

        _command = _conexion.CreateCommand();
        _command.CommandText = _query;
        _command.ExecuteReader();
    }
}

public void CrearTabla(string tabla){
    _query = "CREATE TABLE " + tabla + "(name CHAR(20) NOT NULL, scene CHAR(20), posicionX CHAR (20), posicionY
CHAR(20));";
    _command = _conexion.CreateCommand();
    _command.CommandText = _query;
    _command.ExecuteReader();
}

public void InsertData(string scene, string posX, string posY){
    _query = "INSERT INTO continar VALUES('PEPE', '" + scene + "', '" + posX + "', '" + posY + "')"; //continar?
    _command = _conexion.CreateCommand();
    _command.CommandText = _query;
    _command.ExecuteReader();
}

public void UpdateData(string scene, string posX, string posY){
    _query = "UPDATE continar SET scene='" + scene + "', posicionX='" + posX + "', posicionY='" + posY + "' where name='
PEPE'"; //continar?
    _command = _conexion.CreateCommand();
    _command.CommandText = _query;
    _command.ExecuteReader();
}

public void CloseDB(){
    _reader.Close();
    _reader = null;
    _command = null;
    _conexion.Close();
    _conexion = null;
}

public void CrearTablaMonstruos(string tabla){
    _query = "CREATE TABLE " + tabla + "(name CHAR(20), especie CHAR(20), exp CHAR(40), modstats CHAR(100),
estado CHAR(100), owner CHAR(20));";
    _command = _conexion.CreateCommand();
    _command.CommandText = _query;
    _command.ExecuteReader();
}

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}
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