LOGIN

using MySql.Data.MySqlClient;

using System;

using System.Collections.Generic;

using System.Data;

using System.Linq;

using System.Text;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.EventSystems;

using UnityEngine.SceneManagement;

public class Login : MonoBehaviour, IPointerClickHandler

{

public InputField userNameInput;

public GameObject LoginUI;

public InputField passwordInput;

//提示用户登录信息

public Text loginMessage;

public GameObject ShopUI;

MySqlConnection con;

private SqlAccess sqlAce;

public Text temp;

void Start()

{

}

public void OnPointerClick(PointerEventData eventData)

{

if (eventData.pointerPress.name == "LoginButton")

{

OnClickedLoginButton();

}

if (eventData.pointerPress.name == "RB")

{

OnClickedRegistButton();

}

}

/// <summary>

/// 按下登录按钮

/// </summary>

private void OnClickedLoginButton()

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

string loginMsg = "";

string test = ("select UserName,PassWord from Login where UserName='" + userNameInput.text + "'and PassWord='" + passwordInput.text + "'");

Dictionary<int, List<string>> dic = sqlAce.QueryInfo(test, con);

if (dic.Count == 0)

{

loginMsg = "用户名或密码错误！";

}

else

{

loginMsg = "登陆成功";

temp.text = userNameInput.text;

LoginUI.SetActive(false);

ShopUI.SetActive(true);

}

loginMessage.text = loginMsg;

sqlAce.CloseMySQL();

}

private void OnClickedRegistButton()

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

string loginMsg = "";

string test = ("select UserName,PassWord from Login where UserName='" + userNameInput.text + "'");

Dictionary<int, List<string>> dic = sqlAce.QueryInfo(test, con);

if (dic.Count == 0)

{

loginMsg = "注册成功";

con.Close();

con.Open();

string sql1 = ("insert into Login(UserName,PassWord) values('" + userNameInput.text + "','" + passwordInput.text + "')");

string[] str = new string[1] { sql1 };

for (int i = 0; i < str.Length; i++)

{

sqlAce.InsertInfo(str[i], con);

}

}

else

{

loginMsg = "已经存在该用户";

}

loginMessage.text = loginMsg;

sqlAce.CloseMySQL();

}

}

SHOP

using MySql.Data.MySqlClient;

using System;

using System.Collections.Generic;

using System.Data;

using System.Linq;

using System.Text;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.EventSystems;

using UnityEngine.SceneManagement;

public class Shop : MonoBehaviour

{

public Text temp;

public Text money;

public GameObject ShopUI;

MySqlConnection con;

private SqlAccess sqlAce;

private string t;

void Start()

{

UpdateMoney();

}

public void OnClickedBeginButton()

{

SceneManager.LoadScene(1);

}

public void OnClickedReturnButton()

{

ShopUI.SetActive(false);

}

public void OnClicked10Button()

{

UseMoney(10);

UpdateMoney();

}

public void OnClicked50Button()

{

UseMoney(50);

UpdateMoney();

}

public void OnClicked500Button()

{

UseMoney(500);

UpdateMoney();

}

private void UseMoney(int change)

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

string sql = ("update users set Money=Money+'"+change +"' where UserName='"+temp.text+"'");

sqlAce.UpdateInfo(sql, con);

sqlAce.CloseMySQL();

}

private void UpdateMoney()

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

string test = ("select Money from users where UserName='" + temp.text + "'");

Dictionary<int, List<string>> dic = sqlAce.QueryInfo(test, con);

if (dic.Count == 0)

{

con.Close();

con.Open();

string sql1 = ("insert into users(UserName,Money) values('" + temp.text + "','0')");

string[] str = new string[1] { sql1 };

for (int i = 0; i < str.Length; i++)

{

sqlAce.InsertInfo(str[i], con);

}

}

con.Close();

con.Open();

string test1 = ("select Money from users where UserName='" + temp.text+"'");

Dictionary<int, List<string>> dic1 = sqlAce.QueryInfo(test1, con);

money.text=string.Format("{0}", dic1[0][0]);

sqlAce.CloseMySQL();

}

}

HIGHPOINTUSERS

using MySql.Data.MySqlClient;

using System;

using System.Collections.Generic;

using System.Data;

using System.Linq;

using System.Text;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.EventSystems;

using UnityEngine.SceneManagement;

public class HighPointUsers : MonoBehaviour {

public Text Users1;

public Text Users2;

public Text Users3;

MySqlConnection con;

private SqlAccess sqlAce;

public GameObject endUI;

public GameObject HighPoint;

// Use this for initialization

void Start ()

{

GetUsers();

}

// Update is called once per frame

public void GetUsers ()

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

string sql = ("select Name,Points from points order by points desc");

Dictionary<int, List<string>> dic = sqlAce.QueryInfo(sql, con);

Users1.text=string.Format("1.昵称：{0} 用户得分：{1}", dic[0][0], dic[0][1]);

Users2.text = string.Format("2.昵称：{0} 用户得分：{1}", dic[1][0], dic[1][1]);

Users3.text = string.Format("3.昵称：{0} 用户得分：{1}", dic[2][0], dic[2][1]);

sqlAce.CloseMySQL();

}

public void Return()

{

endUI.SetActive(true);

HighPoint.SetActive(false); ;

}

}

POINTMANAGER

using MySql.Data.MySqlClient;

using System;

using System.Collections.Generic;

using System.Data;

using System.Linq;

using System.Text;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.EventSystems;

using UnityEngine.SceneManagement;

public class PointManager : MonoBehaviour

{

public Text endPoints;

public GameObject endUI;

public GameObject HighPoint;

MySqlConnection con;

private SqlAccess sqlAce;

public InputField userNameInput;

public InputField NameInput;

private int i;

void Start()

{

}

public void UpdatePoint()

{

sqlAce = new SqlAccess();

con = SqlAccess.con;

i = Convert.ToInt32(endPoints.text);

string test = ("select Points from Points where UserName='" + userNameInput.text + "'");

Dictionary<int, List<string>> dic = sqlAce.QueryInfo(test, con);

if (dic.Count == 0)

{

con.Close();

con.Open();

string sql1 = ("insert into points(UserName,Name,Points) values('" + userNameInput.text + "','" + NameInput.text + "','" + i + "')");

string[] str = new string[1] { sql1 };

for (int i = 0; i < str.Length; i++)

{

sqlAce.InsertInfo(str[i], con);

}

}

else

{

if (i > Convert.ToInt32(string.Format("{0}", dic[0][0])))

{

con.Close();

con.Open();

string sql = ("update Points set Points='" + i + "' where UserName='" + userNameInput.text + "'");

sqlAce.UpdateInfo(sql, con);

}

con.Close();

con.Open();

string tm = NameInput.text;

string test2 = ("select Name from Points where UserName='" + userNameInput.text + "'");

Dictionary<int, List<string>> dic2 = sqlAce.QueryInfo(test2, con);

if (tm != string.Format("{0}", dic2[0][0]))

{

con.Close();

con.Open();

string sql2 = ("update Points set Name='" + NameInput.text + "' where UserName='" + userNameInput.text + "'");

sqlAce.UpdateInfo(sql2, con);

}

}

sqlAce.CloseMySQL();

}

public void HighPointUser()

{

endUI.SetActive(false);

HighPoint.SetActive(true); ;

}

}