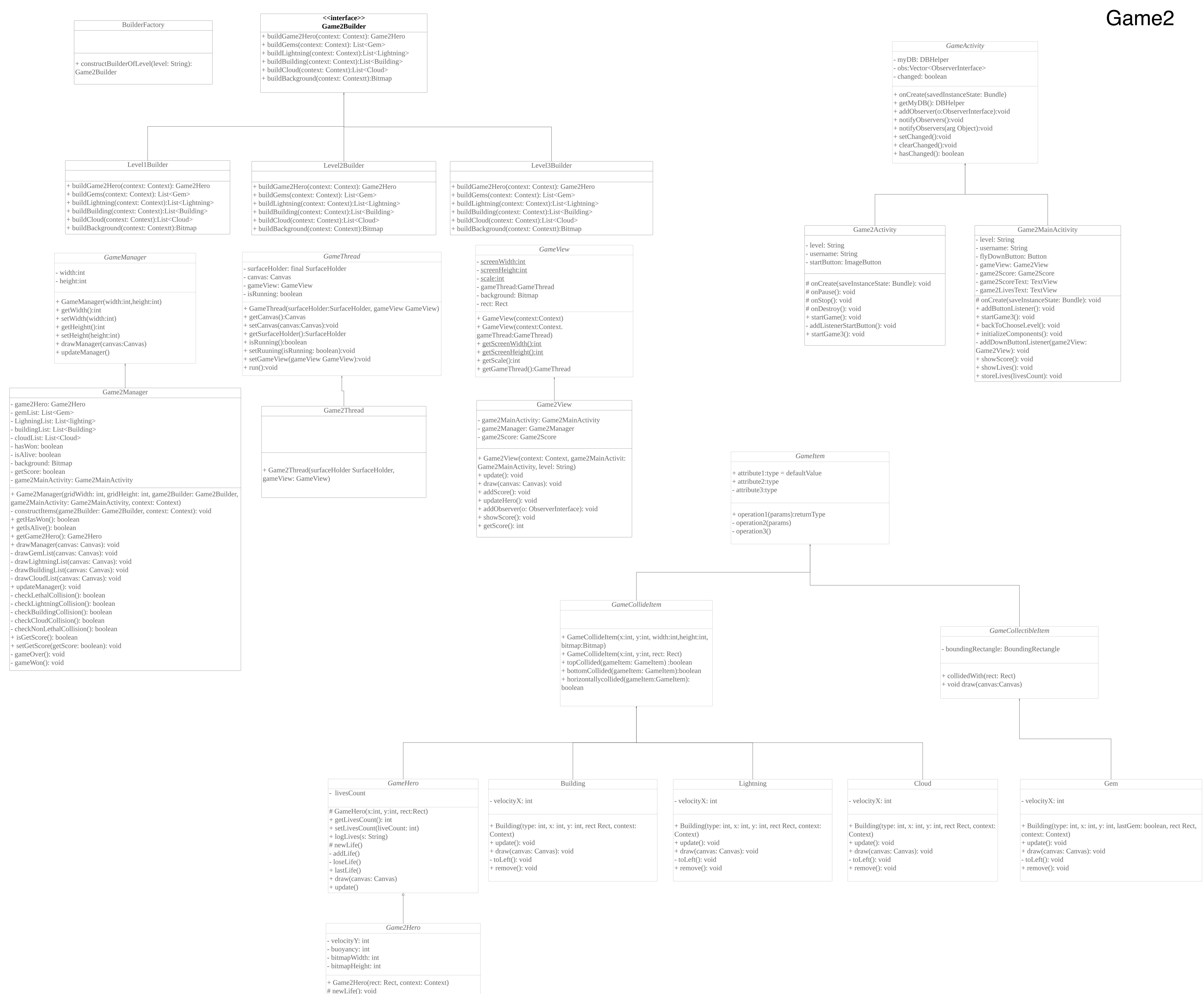
```
- database: SQLiteDatabase
- final COLUMN SCORE: String
- final COLUMN LOCAL SCORE: String
- final COLUMN GAME1 SCORE: String
- final COLUMN GAME2 SCORE: String
- final COLUMN GAME3 SCORE: String
- final COLUMN_LIVES: String
- final DATABASE NAME: String
- final TABLE NAME: String
- final COLUMN USERNAME: String
- final COLUMN PASSWORD: String
- final COLUMN LEVEL: String
- final COLUMN GAME: String
- final CREATE TABLE: String
+ DBHelper(Context context)
+ String getTableName()
+ getColumnUsername(): String
+ getColumnPassword(): String
+ getColumnLevel(): String
+ getColumnGame(): String
+ getColumnLocalScore(): String
+ getColumnGame1Score(): String
+ getColumnGame2Score(): String
+ getColumnGame3Score(): String
+ getColumnScore(): String
+ getColumnLives(): String
+ onCreate(SQLiteDatabase db): void
+ onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion): void
+ close(): void
+ queryData(String username): Cursor
+ queryData(String username, String keyword): String
+ insertUser(String username, String password): void
+ updateData(String username, String keyword, T updateVal): void
+ getAllData(): Cursor
+ resetData(String username): void
                           GameScore
       - myDB: DBHelper
       - obs:Vector<ObserverInterface>
       - changed: boolean
       + onCreate(savedInstanceState: Bundle)
       + getMyDB(): DBHelper
      + addObserver(o:ObserverInterface):void
       + notifyObservers():void
       + notifyObservers(arg Object):void
       + setChanged():void
      + clearChanged():void
      + hasChanged(): boolean
                          Game2Score
     - game2View: Game2View
     + Game2Score(myDB: DBHelper, username: String,
    game2MainActivity: Game2MainActivity)
     + update(o: ObserverInterface, arg: Object): void
```

DBHelper



+ draw(canvas: Canvas): void

+ collidedWith(rect: Rect): boolean

+ update(): void

- floating(): void

+ sinking(): void