+ ScoreBoardDataInput

fields
- context: Context
- gameDB: SQLiteDatab...
- saveRequestMess... : String
- level: int
- difficulty: String
- score: int
- tableDB: String

construct...
+ ScoreBoardDataInpu(conte... Context, level: int, difficul... String)

methods
+ requestSavePermis... (score: int): void

+ ScoreBoard exten... AppCompatActi...

fields
- scoreBoardDataOut... : ScoreBoardDataOut...
- difficulty: String
- level: int
- scoreBoard: TableLayout
- gameNameText: TextView
- easyBtn: Button
- hardBtn: Button
- levelIndexNameValueArray: ArrayList<Strin...

construct...

methods
onCreate(savedInstanceSt... Bundle): void
+ updateScoreBo... (difficul... String, level: int): void
+ updateGameName... (): void
+ gameLeftBtnF... (view: View): void
+ gameRightBtnF... (view: View): void
+ easyBtnF... (view: View): void
+ hardBtnFunc(view: View): void
+ updateDifficultyBtnC... (): void
+ onBackPres... (): void

+ ScoreBoardDataOutput

fields
~ gameDB: SQLiteDatab...
~ table: String
~ difficulty: String
~ level: int
~ context: Context
~ namesAr... : ArrayList<Strin...
~ scoresAr... : ArrayList<Integ...

construct...
~ ScoreBoardDataOut... (conte... Context, difficul... String, level: int)

methods
+ getNamesAr... (): ArrayList<Strin...
+ getScoresAr... (): ArrayList<Integ...
+ setScoresAr... (scoresArr... ArrayList<Integ...): void
+ rePopulateArr... (difficul... String, level: int): void