## DatabaseConnectionSingleton

- QSqlDatabase db
- + QSqlDatabase getDatabase()+ static DatabaseConnection
- Singleton & instance()
- DatabaseConnectionSingleton()
- void createTables()



## PaintingPropertiesDAO

- + int save(PaintingProperties
- \*paintingProperties)
  + int update(PaintingProperties
- paintingProperties)
  + PaintingProperties
  - get(int id)
  - + QList< PaintingProperties</li>> getAll()
- + bool remove(int id)+ static PaintingProperties
- createObject(QSqlQuery query)
   void bindValues(QSqlQuery
- \*query, PaintingProperties paintingProperties)