Class Store   `</>`

Namespace: [Storage](#)

Assembly: Storage.dll

```
public class Store
```

Inheritance

[object](#) ← Store

Inherited Members

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

Fields

connection   `</>`

```
public MySqlConnection connection
```

Field Value

MySqlConnection

Properties

Compteur   `</>`

```
public int Compteur { get; set; }
```

Property Value

[int](#)

Record   `</>`

```
public List<string> Record { get; set; }
```

Property Value

List☐ <string☐ >

Methods

ClosConnection()   </>

Ferme la connexion à la DB

```
public void ClosConnection()
```

InsertValue(Player)   </>

va inserer le pseudo du joueur et son score dans la DB

```
public void InsertValue(Player player)
```

Parameters

player Player

OpenConnection()   </>

Fonction qui ovre la connexion à la DB

```
public bool OpenConnection()
```

Returns

bool☐

true or false

SaveSelect()   </>

Enregistrer les resulatats du SELECT dans la liste

```
public void SaveSelect()
```