

Table: **users**

**addUser**(username, password)

Function: to add a user to the users table

username: **string**

password: **string**

**deleteUser**(userId)

Function: to delete a user from the users table

userId: **int**

**editUserName**(userId, username)

Function: to edit the user's name in the users table

userId: **int**

Username: **string**

**editUserPassword**(userId, password)

Function: to edit the user's password in the users table

userId: **int**

Password: **string**

Table: **balls**

**addBall**(userId, color, weight, name)

Function: to add a ball to the balls table

userId: **int**

color: **string**

weight: **int**

name: **string**

**deleteBall**(ballId)

Function: to delete a ball from the balls table

ballId: **int**

**editBallColor**(ballId, color)

Function: to edit the ball's color in the balls table

ballId: **int**

color: **string**

**editBallName**(ballId, name)

Function: to edit the ball's name in the balls table

ballId: **int**

name: **string**

**editBallWeight**(ballId, weight)

Function: to edit the ball's weight in the balls table

ballId: **int**

weight: **strin**