databaseconnector

DBHandler

- dbHandler: DBHandler
- DATABASE_VERSION: int
- DATABSE_NAME: String
~ TABLE_USER: String
~ COLUMN_USERNAME: String
~ COLUMN_USER_INSTANCE: String
~ CLOUMN_STATUS: String
- tables: HashMap<GameEnum, String>
- gameTypeClass: HashMap<GameEnum, Class<? extends GameStatus>>

- DBHandler(activity: Activity)
- putGameTypeClass(): void
- putTables(): void
~ getInstance(activity: Activity): DBHandler
+ onCreate(sqLiteDatabase: SQLiteDatabase): void
+ onUpgrade(sqLiteDatabase SQLiteDatabase, oldVersion: int, newVersion: int): void
~ getTables(): HashMap<GameEnum, String>
~ getGameTypeClass(): HashMap<GameEnum, Class<? extends GameStatus>>

SQLiteOpenHelper

UserDaoImpl

- userDao: UserDaoImpl
- dbHandler: DBHandler
- gson: Gson

- UserDaoImpl(activity: Activity)
+ getInstance(activity: Activity): UserDaoImpl
+ saveUser(user: User): void
+ getUser(username: String): User

<<Interface>>
UserDao

~ saveUser(User user): void
~ getUser(username: String): User

<<Interface>>
GameStatusDao

~ saveGameStatus(gameStatus: GameStatus, type: GameEnum): void
~ getGameStatus(username: String, type: GameEnum): GameStatus

GameStatusDaoImpl

- gameStatusDao: GameStatusDaoImpl
- dbHandler: DBHandler
- gson: Gson

- GameStatusDaoImpl(activity: Activity)
+ getInstance(activity: Activity): GameStatusDaoImpl
+ saveGameStatus(gameStatus: GameStaus, type: GameEnum): void
+ getGameStatus(username: String, type: GameEnum): GameStatus