

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5
6 using Android.App;
7 using Android.Content;
8 using Android.OS;
9 using Android.Runtime;
10 using Android.Views;
11 using Android.Widget;
12 using SQLite;
13
14 namespace GameDemo
15 {
16     public class Database
17     {
18         private SQLiteConnection db = null;
19
20         protected static Database database;
21
22         static Database()
23         {
24             database = new Database();
25         }
26
27         protected Database()
28         {
29             db = new SQLiteConnection(Constants.DbFilePath);
30
31             db.CreateTable<Scores>();
32         }
33
34         public static int SaveScore(Scores score)
35         {
36             database.db.Insert(score);
37             return score.Id;
38         }
39
40         public static Scores GetPerson(int id)
41         {
42             {
43                 return database.db.Get<Scores>(p => p.Id == id);
44             }
45
46             public static List<Scores> getAllScores()
47             {
48                 List<Scores> scores = new List<Scores>();
49                 scores = database.db.Query<Scores>("Select * from scores Order by
50                     score DESC Limit 5 ");
51                 return scores;
52             }
53     }
```