

```
1
2
3 using Android.App;
4 using Android.Content;
5 using Android.OS;
6 using Android.Runtime;
7 using Android.Views;
8 using Android.Widget;
9 using System.IO;
10
11 namespace GameDemo
12 {
13     public class Constants
14     {
15
16         // the database file path
17         public static readonly string DbFilePath =
18             Path.Combine(System.Environment.GetFolderPath
19                 (System.Environment.SpecialFolder.Personal), "scores.db" );
20     }
21 }
```