

# Model

Sunday, December 1, 2019 4:16 PM

## SQLiteHelper

```
- COLUMN AVG_TIME : String
- COLUMN CHARACTER : String
- COLUMN COLOUR_SCHEME : String
- COLUMN CURRENT_LIVES : String
- COLUMN ID : String
- COLUMN LEVEL_DIFFICULTY : String
- COLUMN LEVEL_ONE_TIME : String
- COLUMN LEVEL_THREE_TIME : String
- COLUMN LEVEL_TWO_TIME : String
- COLUMN PASSWORD : String
- COLUMN PROGRESS : String
- COLUMN TOTAL_TIME : String
- COLUMN USERNAME : String
- COLUMN USER_SCORE : String
- DB_NAME : String
- DB_VERSION : int
- TABLE_CREATED : String
- TABLE_NAME : String
- db : SQLiteDatabase

+ SQLiteHelper(context : Context) : void
+ checkDuplicates(username1 : String) : boolean
+ findAllAvgTimes() : TreeMap <Double, String>
+ findAllScores() : TreeMap <Integer, String>
+ findAllTotalTimes() : TreeMap <Double, String>
+ findAvgTime(username1 : String) : double
+ findCharacter(username1 : String) : String
+ findColourScheme(username1 : String) : String
+ findDifficulty(username1 : String) : String
+ findLives(username1 : String) : int
+ findPassword(username1 : String) : String
+ findProgress(username1 : String) : String
+ findScore(username1 : String) : int
+ findTotalTime(username1 : String) : double
+ insertUser(sqlManager : SQLiteManager) : void
+ onCreate(db : SQLiteDatabase) : void
+ onUpgrade(sqliteDatabase : SQLiteDatabase, i : int, j : int) : void
+ resetDefaults(username : string) : void
+ saveNewAvgTime(username : String) : void
+ saveNewScore(username : String) : void
+ saveNewTotalTime(username : String) : void
+ setCharacter(username : String, character : String) : void
+ setColourScheme(username : String, colourScheme : String) : void
+ setDifficulty(username : String, levelDifficulty : String) : void
+ setLevelOneTime(username : String, totalTime : double) : void
+ setLevelThreeTime(username : String, totalTime : double) : void
+ setLevelTwoTime(username : String, totalTime : double) : void
+ setLives(username : String, lives : int) : void
+ setProgress(username : String, level : String) : void
+ findID(username1 : String) : int
+ findTimes(username1 : String) : void
+ setAvgTime(username : String, avgTime : double) : void
+ setScore(username : String, score : int) : void
+ setTotalTime(username : Sting, totalTime : double) : void
```

## SQLiteManager

```
- avgTime : double
- character : String
- colourScheme : String
- currLives : int
- levelDifficulty : String
- levelOneTime : double
- levelThreeTime : double
- levelTwoTime : double
- password : String
- progress : String
- score : int
- totalTime : double
- username : String

+ getCharacter() : String
+ getColourScheme() : String
+ getUsername() : String
+ setAvgTime(avgTime: double): void
+ setCharacter(customCharacter: String): void
+ setColourScheme(colourScheme: String): void
+ setCurrLives(currLives: int): void
+ setLevelDifficulty(levelDifficulty: String): void
+ setLevelOneTime(levelOneTime: double): void
+ setLevelThreeTime(levelThreeTime: double): void
+ setLevelTwoTime(levelTwoTime: double): void
+ setPassword(password: String): void
+ setProgress(progress: String): void
+ setScore(score: int): void
+ setTotalTime(totalTime: Double): void
+ setUsername(username: String): void
~ getPassword() : String
~ getAvgTime() : double
~ getCurrLives() : int
~ getLevelDifficulty(): String
~ getLevelOneTime(): double
~ getLevelThreeTime(): double
~ getLevelTwoTime(): double
~ getProgress() : String
~ getScore() : int
~ getTotalTime() : double
```

## Timer

```
- df : DecimalFormat
- start : long

+ Timer() : void
+ getSecondsPassed(): double
+ getSecondsPassedString(): String
+ start() : void
```