

Class Data

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Namespace: [Data](#)

Assembly: Spicy_Invaders.dll

class for connecting to the database and read/writing data.

```
public static class Data
```

Inheritance

[object](#) ← Data

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

GetPlayerScores(int, int, int, string, string, bool)

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Display player name and their score.

```
public static void GetPlayerScores(int xpos, int ypos, int ySeparator, string alias, string points, bool byName = false)
```

Parameters

xpos [int](#)

x position where to display data

ypos [int](#)

y position where to display the data

ySeparator [int](#)

amount of space between first and 2nd collumn

alias [string](#)

alias text based on program language

points [string](#)

points text based on program language

byName [bool](#)

Order by name, or by score

Init()

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Initialize connection to DB

```
public static bool Init()
```

Returns

[bool](#)

SetPlayerScore(string, int)



Add player score name and score value to database.

```
public static void SetPlayerScore(string username, int score)
```

Parameters

username [string](#)

player's username.

score [int](#)

player's score.