

Tetris::DBManagement  
::DBManager::changeIntSetting



```
graph LR; A[Tetris::DBManagement  
::DBManager::changeIntSetting] --> B[sqlite3_exec]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is gray with a black border and contains the text 'Tetris::DBManagement' on the first line and '::DBManager::changeIntSetting' on the second line. The right box is white with a black border and contains the text 'sqlite3\_exec'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

sqlite3\_exec