

Tetris::DBManagement
::DBManager2

- + DBManager2()
- + ~DBManager2()
- + getReadOnlyDBFile()
- + getWritableDBFile()
- + closeDBFile()
- + saveNewRecord()
- + getRecords()
- + getFileSize()
- + getHeaderText()
- + getHeaderLen()
- + getInstance()
- # writeHeader()