

Tetris::DBManagement
::DBManager

- + DBManager()
- + ~DBManager()
- + open()
- + close()
- + isOpened()
- + isConnected()
- + saveScore()
- + getScoreBoard()
- + isExistAppSetting()
- + readAppSettingAsBool()
- + readAppSettingAsInt()
- + readAppSettingAsText()
- + changeIntSetting()
- + changeBoolSetting()
- + getInstance()
- + getDBLocationForTetrisGame()
- + getDBFileName()
- + getSoundEnablerKey()