Tetris::DBManagement ::DBManager

- conn
- res
- err

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