

Score - int shootingGlobalBestScore - int rowCounter

+ ScoresModel(QString
*username=nullptr, QObject
*parent=nullptr)
+ int rowCount(const
QModelIndex &parent
=QModelIndex()) const
override

+ int columnCount(const QModelIndex &parent =QModelIndex()) const

override
+ QVariant data(const
QModelIndex &index,
int role=Qt::DisplayRole)
const override
+ QVariant headerData

+ QVariant headerData (int section, Qt::Orientation orientation, int role) const override