

Class DBConnection

Namespace: [Storage](#)








Assembly: Storage.dll

```
public class DBConnection
```

Inheritance

[object](#)  ← DBConnection

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Fields

score

```
public int score
```

Field Value

[int](#) 

username

```
public string username
```

Field Value

[string](#) 

Properties

Connection

```
public MySqlConnection Connection { get; set; }
```

Property Value

MySqlConnection

Methods

Add()

Insert in the database a score and a username

```
public void Add()
```

Instance()

```
public static DBConnection Instance()
```

Returns

[DBConnection](#)

Top5()

Display the 5 best score

```
public void Top5()
```

connection()

Start a connection with the database

```
public void connection()
```

stopConnection()

Close the connection to the database so we can open it again if a new game is played

```
public void stopConnection()
```