# Solution:

Heroes of the Storm Heroes Web Service

## Description:

This is the back-end service for Heroes of the Storm Heroes. All of its calls are asynchronous to allow for heavy loads. This is a SOAP-based Web Service.

The Service functions are:

* **GetHero**
  + Gets a single hero by name
* **GetHeroes**
  + Gets all heroes
* **InsertHero**
  + Inserts a new Hero
* **UpdateHero**
  + Updates a Hero
* **DeleteHero**
  + Soft deletes a hero by name

## Assumptions made:

* Used soft deletes instead of hard deletes.
* The data object is kept in memory to speed up the service.
* The Hero name was used as the key since it is unique

## Tools used:

* Visual Studio 2013
* xUnit (test, Visual Studio Runner and Console Runner)
* Json.NET
* Log4net
* .NET 4.5
* WCF

## How to test:

There are two ways to run the tests. One is in the Visual Studio Test Explorer. Another is by going to the Command Prompt, in the Source folder, and run RunTests.bat (after a successful build of the solution).