BookingSlotDto.cs MatchDto.cs AccountDto.cs public int ld public string MatchName public int AccountId public int Id public int Id public DateTime BookingTime public string LaneName public string Username public string Password public int Accounted public string WinnerName public int BookingSlotId public DateTime BookingTime public list PlayerNames Manager **Console Application / FrontEnd Controller / Api Service Section Repository section** AccountManager.cs AccountService.cs AccountRepo.cs AccountController.cs public StartMatchChoiceAsync() public GetAccountByUsername() public LogInAccount() public LogInAccount() public LogInAccountAsync() public CreateNewAccount() public CreateNewAccount() public CreateAccount() public CreateNewAccountAsync() public GetMatchHistoryByAccountId() public GetMatchHistoryByAccountId() public GetMatchesByAccountId() ApiClient.cs BookingController.cs BookingService.cs BookingRepo.cs BookingManager.cs Program.cs public async Task<TResponse> PostAsync() public GetAvailableBookingSlotsAsync() public GetAvailableBookingSlotsAsync() public GetAvailableBookingSlotsAsync() public GetAvailableBookingsAsync() public GetBookingSlotByldAsync() public BookSlotAsync() public BookSlotAsync() public async Task<List<T>> Type something SQL Database public BookSlotAsync() GetAsync() public UnbookSlotAsync() public UnbookSlotAsync() public UpdateBookingSlotAsync() MatchRepo.cs MatchController.cs MatchService.cs MatchManager.cs public CreateMatchAsync() public CreateMatchAsync() public CreateMatchAsync() public GetMatchHistoryAsync() public BookNewMatchAsync() **Factory** BookingSlotDto.cs CreateMatchDto.cs CreateMatchDto.cs AccountDto.cs MatchFactory.cs FactoryModels public string MatchName public string WinnerName public DateTime BookingTime public string LaneName public List<string> PlayerNames public int Id public string MatchName public int ld public DateTime BookingTime public string Username public string Matchivaline public int AccountId public string WinnerName public int BookingSlotId public DateTime BookingTime public list PlayerNames public string LaneName public string Password public CreateMatch(MatchType) BowlingMatch.cs DartMatch.cs PingPongMatch.cs IMatch.cs

ModelsDto

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