CMD:

```
composer create-project symfony/skeleton:"7.0.*" proyectoRepaso
//composer create-project symfony/website-skeleton proyectoRepaso

cd proyectoRepaso
composer require webapp
```
Introducir en el fichero ".env":
```
        DATABASE_URL="mysql://root:1234@localhost:3306/doctrine"
php bin/console doctrine:database:create
php bin/console make:entity
```
1º Entidad Estudio

```
C:\Symfony\proyectoRepaso>php bin/console make:entity

Class name of the entity to create or update (e.g. OrangePuppy):
> Estudio

created: src/Entity/Estudio.php
created: src/Repository/EstudioRepository.php

Entity generated! Now let's add some fields!
You can always add more fields later manually or by re-running this command.

New property name (press <return> to stop adding fields):
> nombre

Field type (enter ? to see all types) [string]:
>

Field length [255]:
>

Can this field be null in the database (nullable) (yes/no) [no]:
>

updated: src/Entity/Estudio.php

Add another property? Enter the property name (or press <return> to stop adding fields):
> Sede

Field type (enter ? to see all types) [string]:
>

Field length [255]:
>

Can this field be null in the database (nullable) (yes/no) [no]:
>

updated: src/Entity/Estudio.php

Add another property? Enter the property name (or press <return> to stop adding fields):
>


  Success!


Next: When you're ready, create a migration with php bin/console make:migration


C:\Symfony\proyectoRepaso>
```

2º Entidad Juego

```
C:\Symfony\proyectoRepaso>php bin/console make:entity

 Class name of the entity to create or update (e.g. BravePuppy):
 > Juego

created: src/Entity/Juego.php
created: src/Repository/JuegoRepository.php

 Entity generated! Now let's add some fields!
 You can always add more fields later manually or by re-running this command.

 New property name (press <return> to stop adding fields):
 > nombre

 Field type (enter ? to see all types) [string]:
 >

 Field length [255]:
 >

 Can this field be null in the database (nullable) (yes/no) [no]:
 >

 updated: src/Entity/Juego.php

 Add another property? Enter the property name (or press <return> to stop adding fields):
 > tipo

 Field type (enter ? to see all types) [string]:
 >

 Field length [255]:
 >

 Can this field be null in the database (nullable) (yes/no) [no]:
 >

 updated: src/Entity/Juego.php

 Add another property? Enter the property name (or press <return> to stop adding fields):
 > edadRecomendada

 Field type (enter ? to see all types) [string]:
 >

 Field length [255]:
 >

 Can this field be null in the database (nullable) (yes/no) [no]:
 >

 updated: src/Entity/Juego.php

 Add another property? Enter the property name (or press <return> to stop adding fields):
 > estudio

 Field type (enter ? to see all types) [string]:
 > relation

 What class should this entity be related to?:
 > Estudio
```

```
What type of relationship is this?
------------ -------------------------------------------------------------
  Type        Description
------------ -------------------------------------------------------------
  ManyToOne   Each Juego relates to (has) one Estudio.
              Each Estudio can relate to (can have) many Juego objects.

  OneToMany   Each Juego can relate to (can have) many Estudio objects.
              Each Estudio relates to (has) one Juego.

  ManyToMany  Each Juego can relate to (can have) many Estudio objects.
              Each Estudio can also relate to (can also have) many Juego objects.

  OneToOne    Each Juego relates to (has) exactly one Estudio.
              Each Estudio also relates to (has) exactly one Juego.
------------ -------------------------------------------------------------

 Relation type? [ManyToOne, OneToMany, ManyToMany, OneToOne]:
 > ManyToOne

 Is the Juego.estudio property allowed to be null (nullable)? (yes/no) [yes]:
 > no

 Do you want to add a new property to Estudio so that you can access/update Juego objects from it - e.g. $estudio->getJu
 egos()? (yes/no) [yes]:
 >

 A new property will also be added to the Estudio class so that you can access the related Juego objects from it.

 New field name inside Estudio [juegos]:
 >

 Do you want to activate orphanRemoval on your relationship?
 A Juego is "orphaned" when it is removed from its related Estudio.
 e.g. $estudio->removeJuego($juego)

 NOTE: If a Juego may *change* from one Estudio to another, answer "no".

 Do you want to automatically delete orphaned App\Entity\Juego objects (orphanRemoval)? (yes/no) [no]:
 >

 updated: src/Entity/Juego.php
 updated: src/Entity/Estudio.php

 Add another property? Enter the property name (or press <return> to stop adding fields):
 >


  Success!


 Next: When you're ready, create a migration with php bin/console make:migration

C:\Symfony\proyectoRepaso>
```

php bin/console make:migration
php bin/console doctrine:migrations:migrate

symfony server:start

php bin/console debug:router

Crear controladores y utilizar plantillas TWIG