├─ src/

│ ├─ model/

│ │ ├─Location.ts

│ │ ├─move.ts

│ │ ├─PokeLocation.ts

│ │ ├─Pokemon.ts

│ │ ├─PokeMove.ts

│ │ ├─PokeType.ts

│ │ └─ Type.ts

│ ├─ repository/

│ │ ├─database.ts { pool }

│ │ ├─PokeRepository.ts {+ createPokemon(pokemon: Pokemon): Pokemon; + UpdatePokemon(pokemon: Pokemon): Pokemon; + readPokemon(): List(Pokemon)}

│ │ ├─RepositoryLocation.ts {+ createLocation(location: Location): Location; + UpdateLocation(location: Location): Location; + readLocation(): List(Location)}

│ │ ├─RepositoryMove.ts {+ createMove(move: Move): Move; + UploadMove(move: Move): Move; + readMove(): List(Move)}

│ │ ├─RepositoryPokeLocation.ts {+ createPokeLocation(pokeLocation: PokeLocation): pokeLocation; + readPokeLocation(): List(PokeLocation)}

│ │ └─ RepositoryPokeMove.ts {+ createPokeMove(pokeMove: PokeMove): PokeMove; + readPokeMove(): List(PokeMove)}

│ ├─ routes/

│ │ ├─hubspotRoutes/

│ │ │ └─ HubspotRoutes.ts {+ createPokeLoad(): void; + createMoveLoad():Void; + createAssociationMoveLoad():Void; + createLocationLoad():Void; + createAssociationLocationLoad():Void}

│ │ └─ hubspotRoutes

│ │ └─ PokeRoutes.ts {+ PokeRead(): void ; + MoveRead():Void ; + LocationRead():Void }

│ ├─ service/

│ │ └─ external/

│ │ ├─hubspotService/

│ │ │ ├─AssociationLocationHubspotService.ts {+ createAssociationMoveHubspot(poke: Pokemon): void}

│ │ │ ├─AssociationMoveHubspotService.ts {+ createAssociationMoveHubspot(poke: Pokemon): void}

│ │ │ ├─LocationHubspotService.ts {+ createLocationHubspot(location: Location): void; + saveLocationeHubspot(IdHubspot: String): void}

│ │ │ ├─MoveHubspotService.ts {+ createMoveHubspot(move: Move): void; + UploadMoveHubspot(IdHubspot: String): void}

│ │ │ └─ PokeHubspotService.ts {+ createPokeHubspot(poke: Pokemon): void; + uploadIdHubspot(IdHubspot: String): void}

│ │ └─ pokeServicio/

│ │ ├─LocationBuldServce.ts { +locationBuild(location: List()): List(Location); +pokeMoveBuild(pokeid: number; locations(List (Location))): List(PokeLocation)}

│ │ ├─MoveBuldServce.ts { +pokeBuild(moves: List()): List(move); +pokeMoveBuild(pokeid: number; moves(List (move))): List(PokeMove)}

│ │ ├─PokeBuldServce.ts { +pokeBuild(): Pokemon}

│ │ └─ TypeServce.ts {+typeBuild(): Type; +pokeTypeBuild(pokeid: number; Types(List (Type))): List(PokeType)}

│ └─ app.ts

├─ .env

├─ .env.example

├─ .gitignore

├─ package-lock.json

└─ package.json