

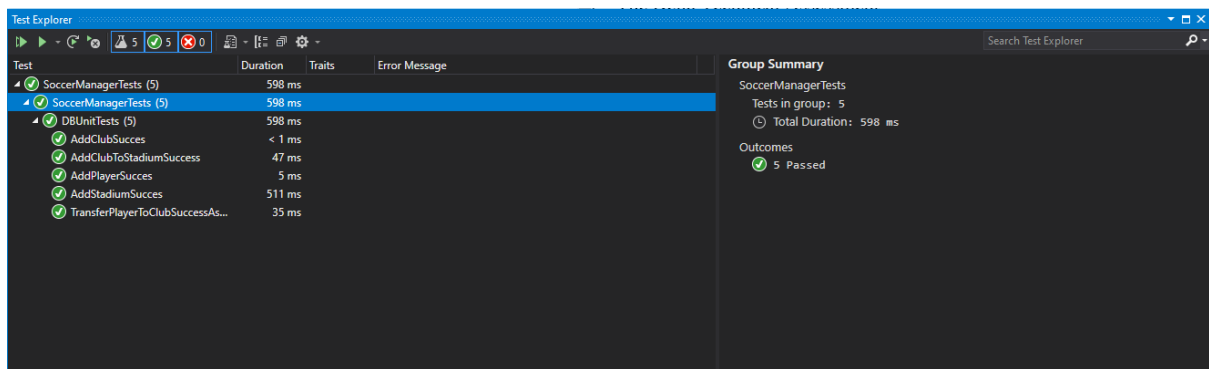
The Delta Technical Assessment

Duane de Villiers

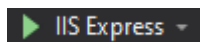
Github: <https://github.com/Duane41/TheDeltaSoccerManager>

Running the application:

Ensure that you have Visual Studio 2019 installed, as this is the IDE that I have used to develop this web application. Open the solution by selecting the TheDeltaSoccerManager.sln. To run the unit tests to ensure that the web application is working, right-click on the solution once Visual Studio 2019 has opened it up and select Run Tests, which should yield the following result:



Then, to run the main web application, simply run the application as one would in Visual Studio 2019 by clicking the following button on the top of the Visual Studio 2019 window:



Once the web application is running, it will open Google Chrome with the following URL:
<https://localhost:44347/api/Players>

Once the application is running, you can interact with the web application by manipulating the above URL to run all the CRUD operations on the Players database, as well as the Clubs and Stadiums databases.

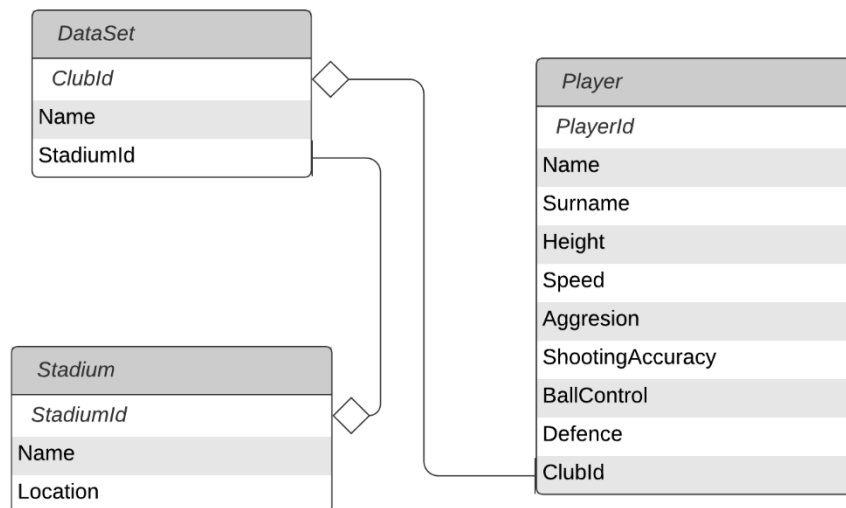
Reason for specific designs and interfaces:

I went for the ASP.NET Core Web application as it constructs most of the underlying things for me, as well as supplies me with a simple controller and model object, which could easily be changed to match the model I am trying to build, and along with using Entity Framework, which is great because it uses code-first workflow, thus making it very easy to use and change as the web application is being built.

The database design is as follows:

DBMS ER diagram (UML notation)

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Encountered Obstacles:

I did not encounter any obstacles besides from some basic syntax errors that I needed to fix so that my solution can build.

Resources and relevant references:

My main application, TheDeltaSoccerManager, is created from a ASP.NET Core Web Application and requires the Microsoft.EntityFrameworkCore.InMemory 5.0.3 package to successfully build the required databases and it's dependencies.

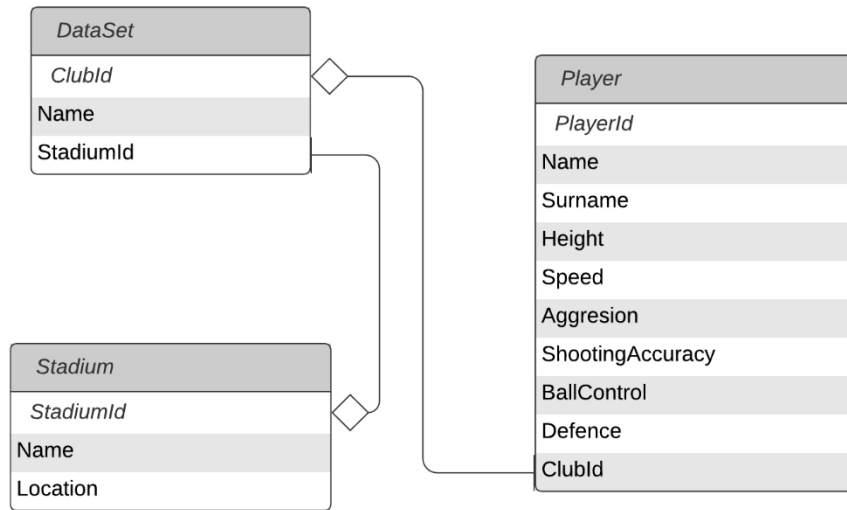
My unit tests are made using the xUnit Test Project (.Net Core) and required some packages to allow it to use the Entity Framework (Microsoft.EntityFrameworkCore 5.0.3) so that it can successfully interact with TheDeltaSoccerManager's functionality.

Completion Time:

The project took me less than 3 hours to create, although my Github commit history might not reflect this, as I was working on it on and off as some free time came along.

DBMS ER diagram (UML notation)

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