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DU100320

**Materia:** Desarrollo Aplicaciones Web

**Docente:** Ing. Carlos Boris Martinez  
Calzadia

**Actividad:** Laboratorio 3

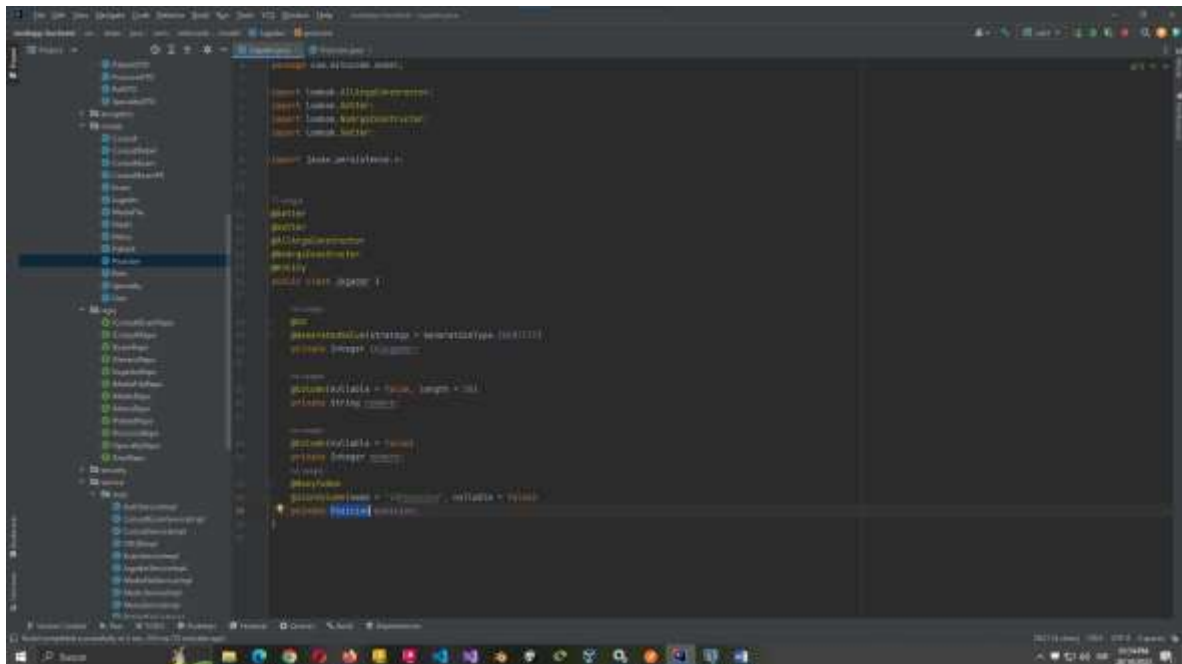
**Fecha:** 28 de octubre de 2023

# Modelos

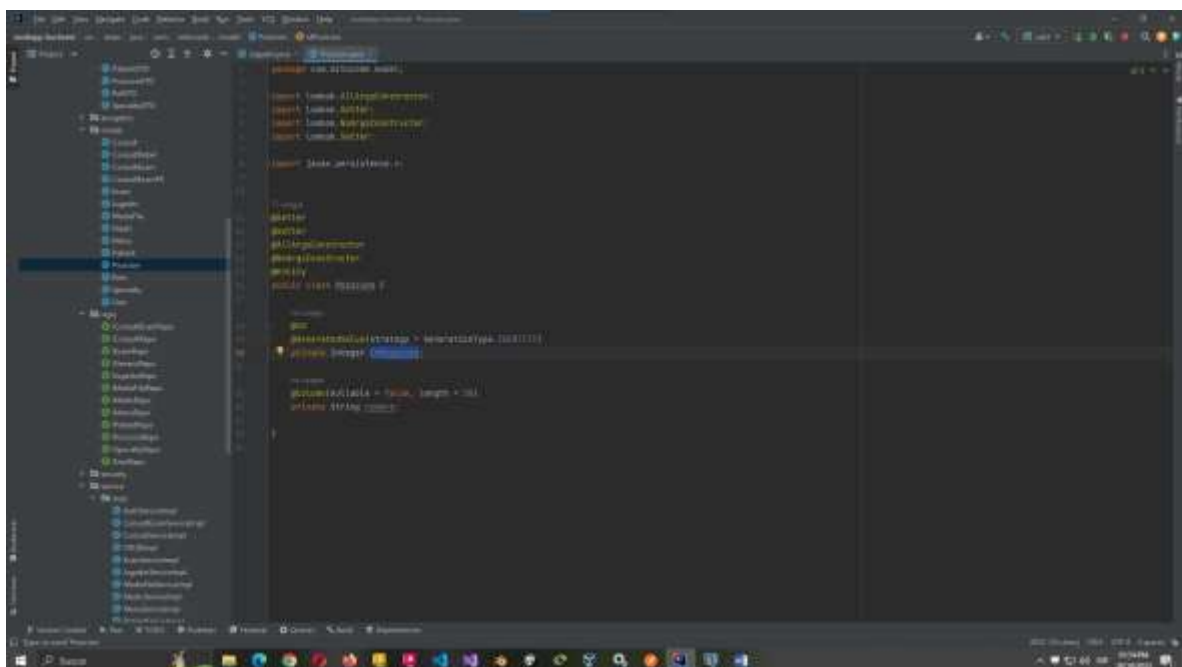
## Modelo de Jugador

# Modelos

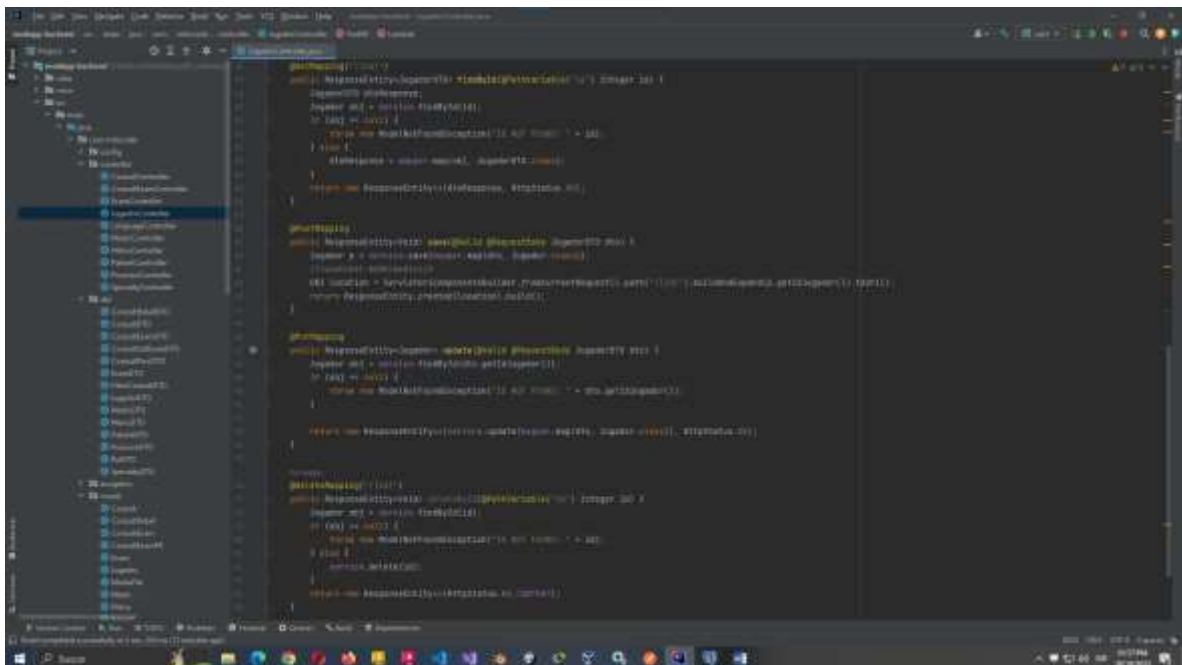
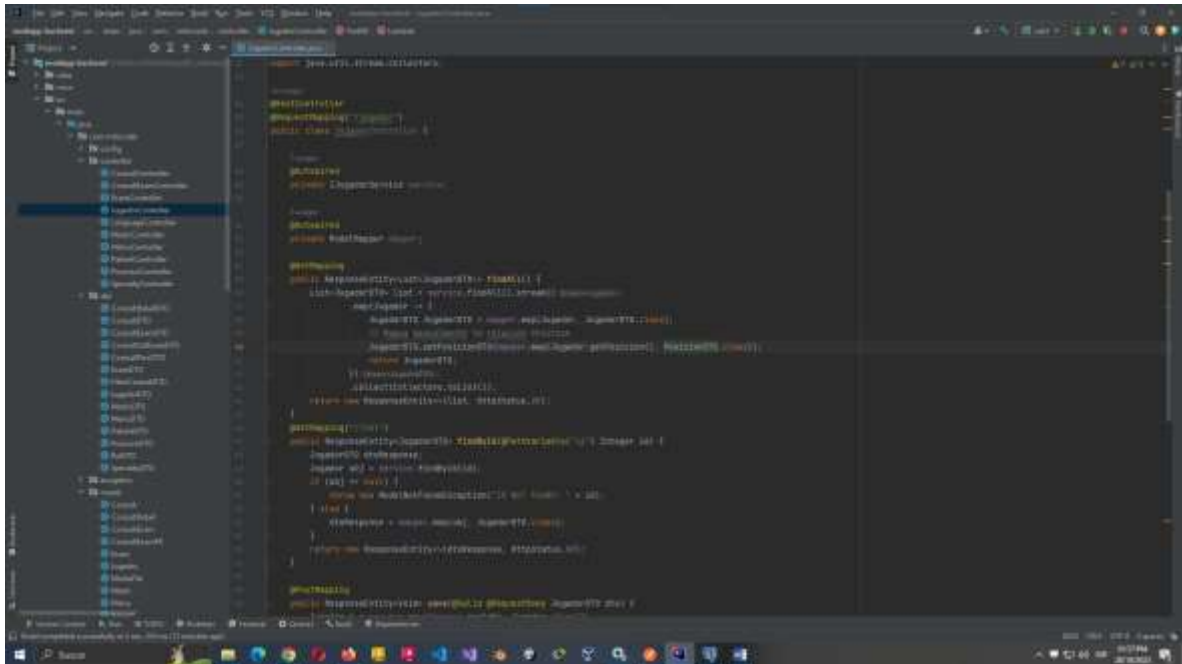
## Modelo de Jugador



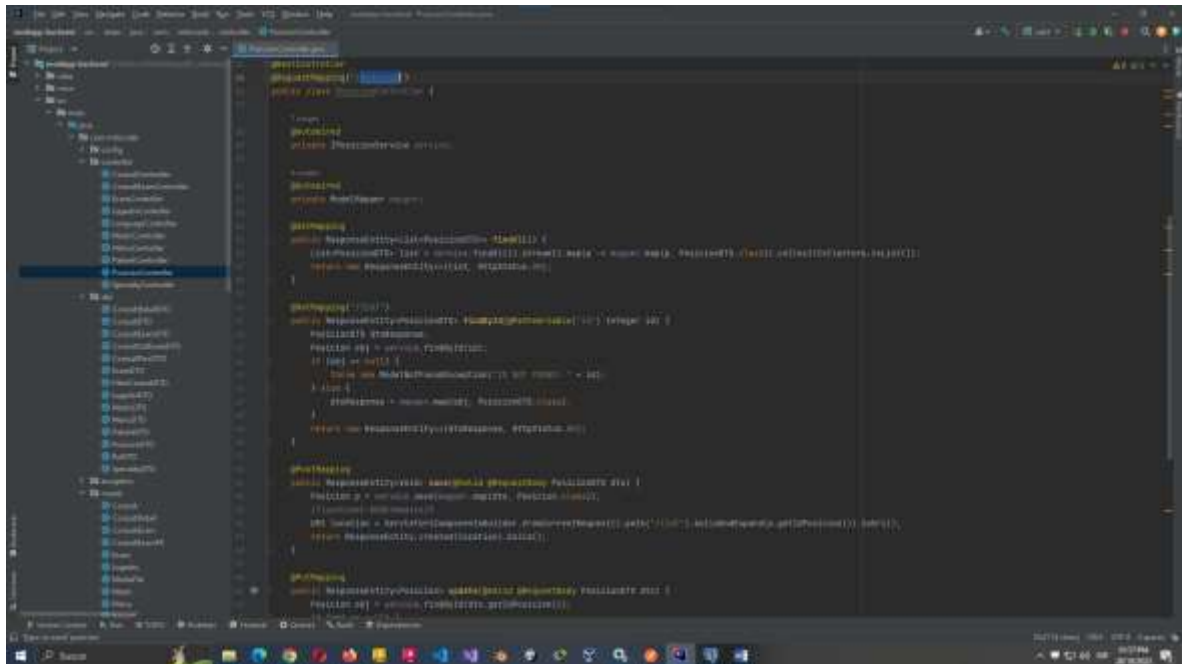
# Modelo de Posicion



## Controller de Jugador



# Controller de Posicion



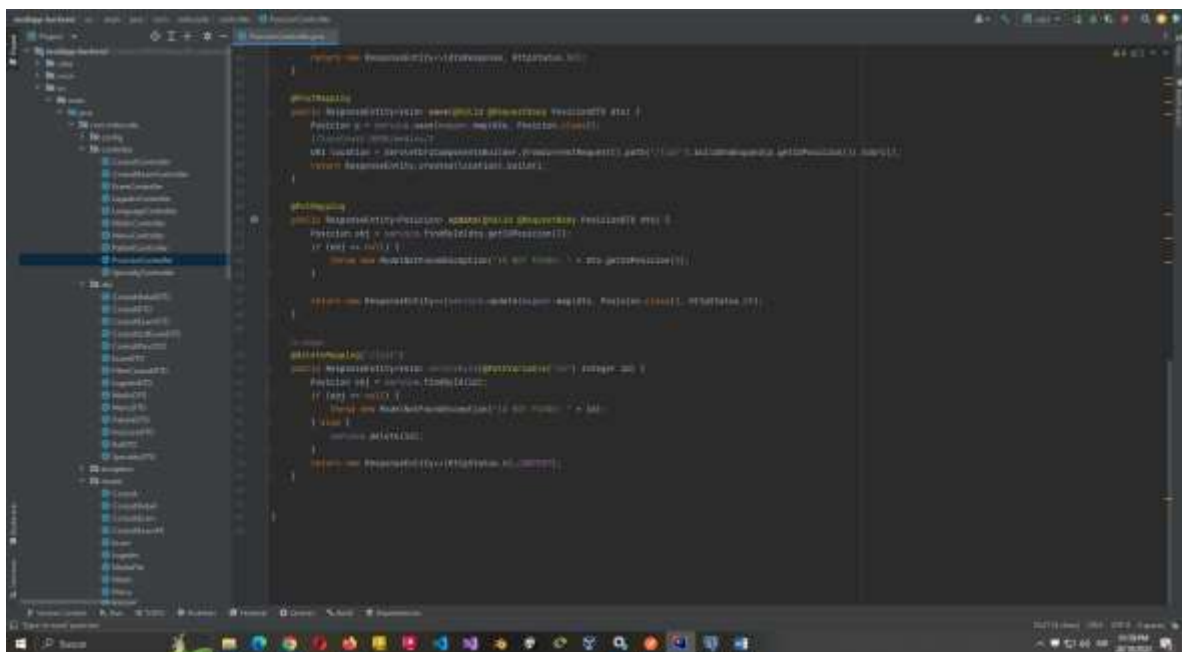
```
class PositionController {
  constructor() {
    this._posicion = {x: 0, y: 0};
    this._velocidad = {x: 0, y: 0};
  }

  getPosicion() {
    return this._posicion;
  }

  setPosicion(x, y) {
    this._posicion = {x: x, y: y};
  }

  getVelocidad() {
    return this._velocidad;
  }

  setVelocidad(x, y) {
    this._velocidad = {x: x, y: y};
  }
}
```



```
class PositionController {
  constructor() {
    this._posicion = {x: 0, y: 0};
    this._velocidad = {x: 0, y: 0};
  }

  getPosicion() {
    return this._posicion;
  }

  setPosicion(x, y) {
    this._posicion = {x: x, y: y};
  }

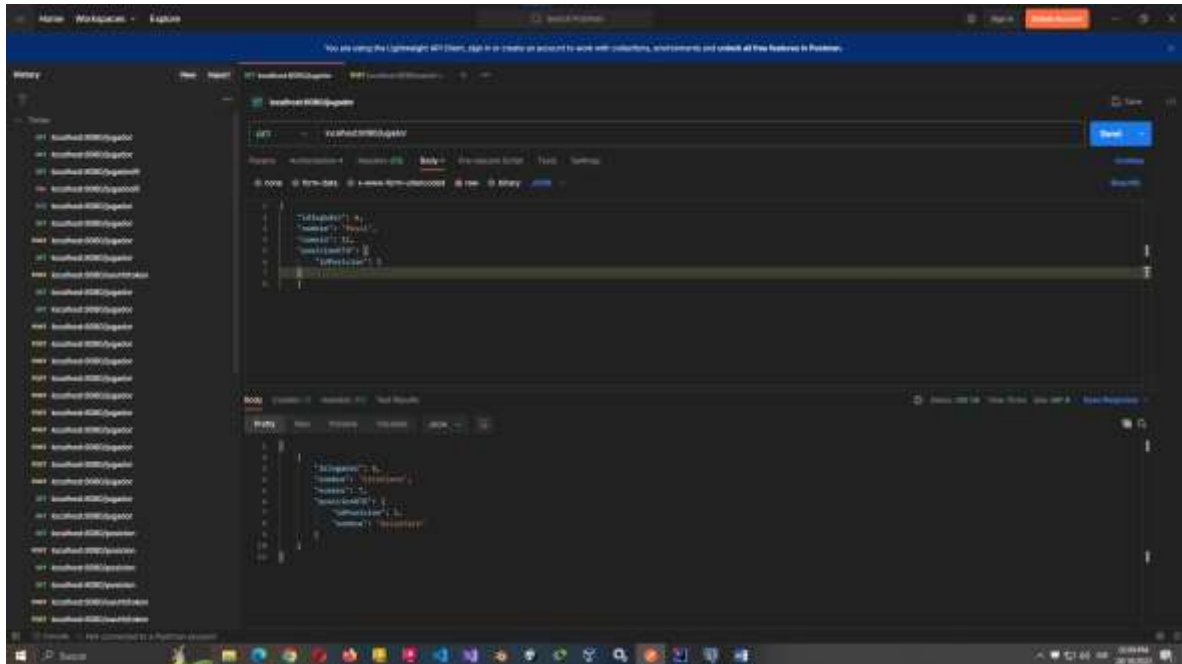
  getVelocidad() {
    return this._velocidad;
  }

  setVelocidad(x, y) {
    this._velocidad = {x: x, y: y};
  }
}
```

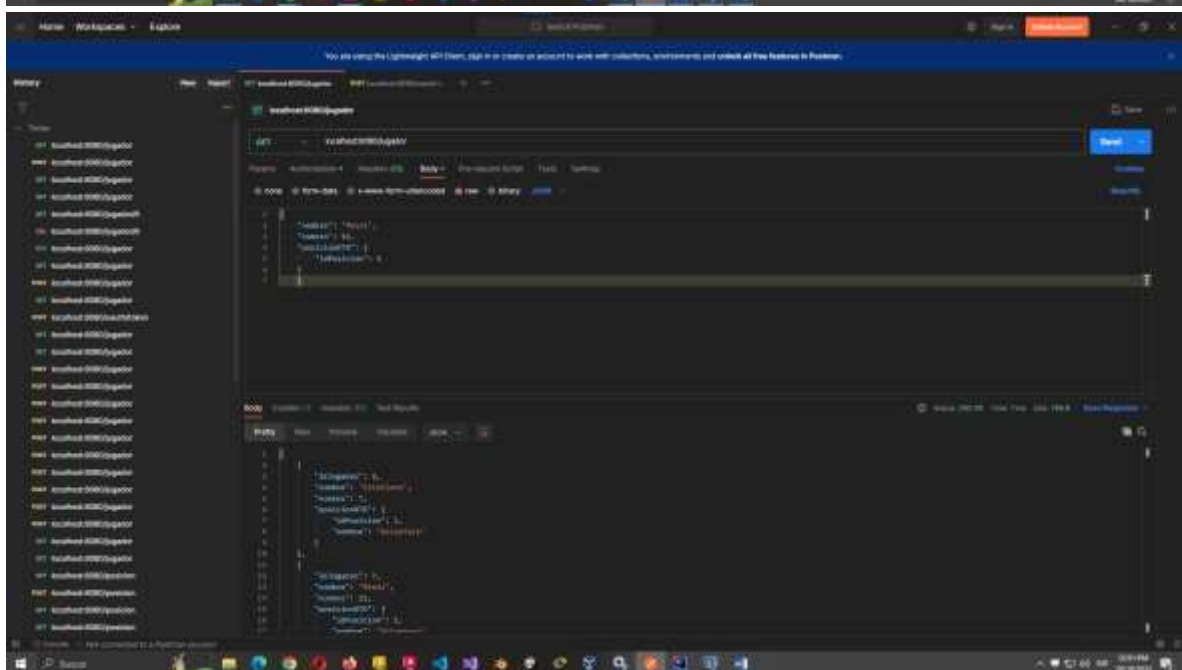
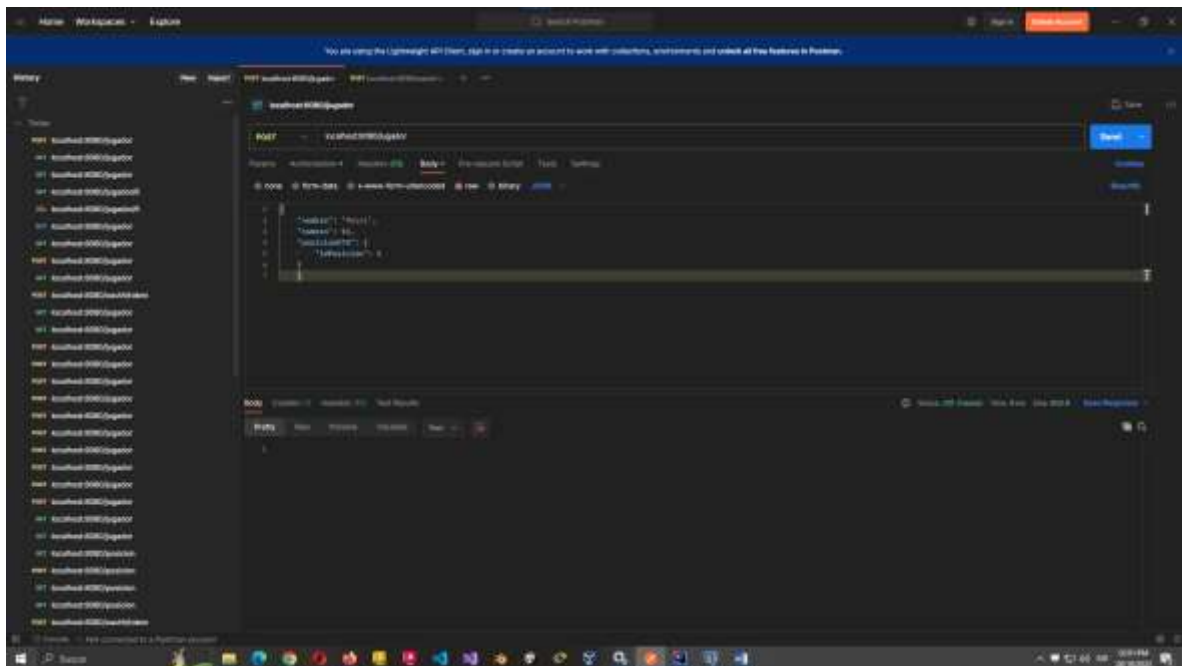
# POSTMAN

## JUGADOR

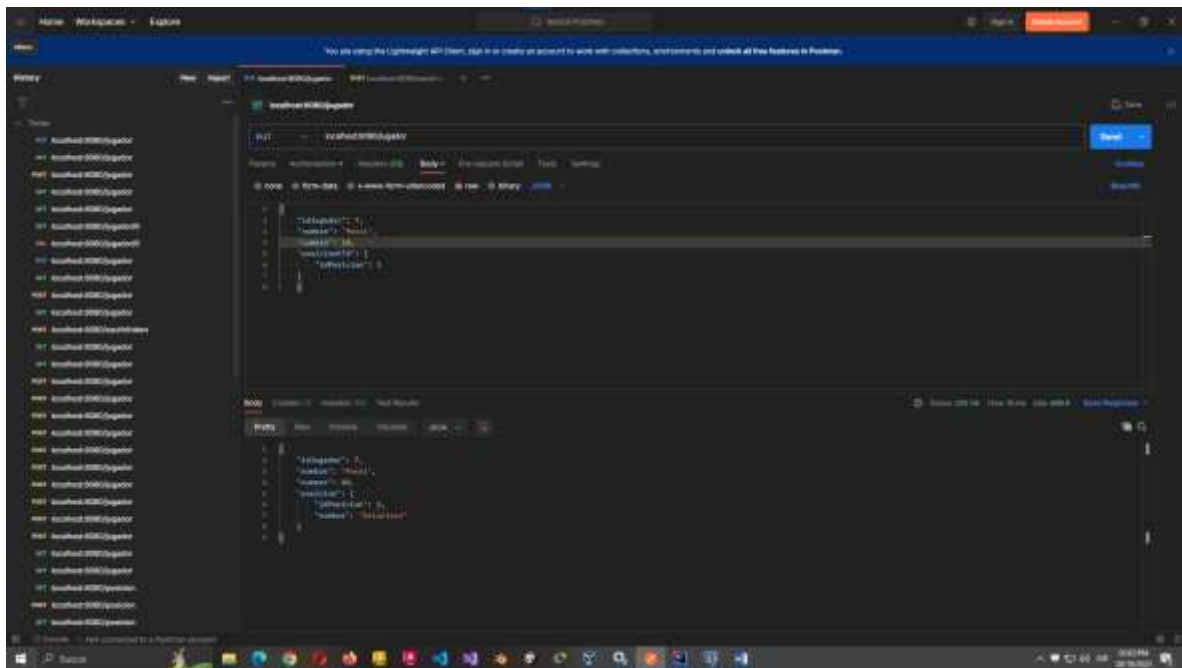
## GET



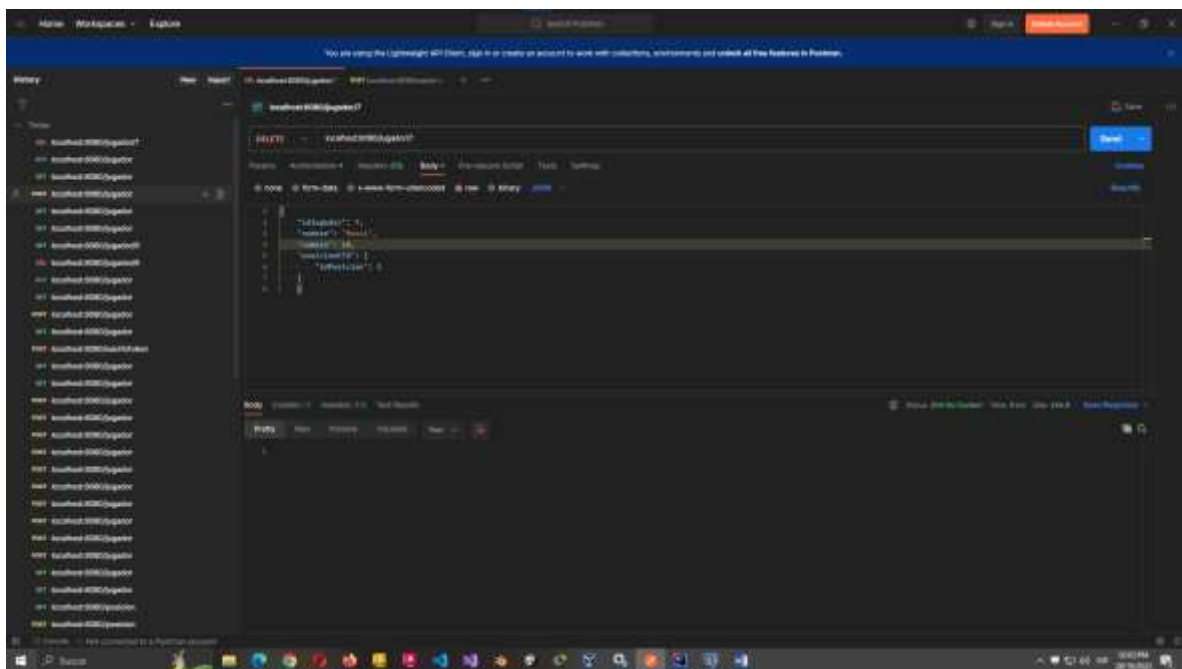
## POST

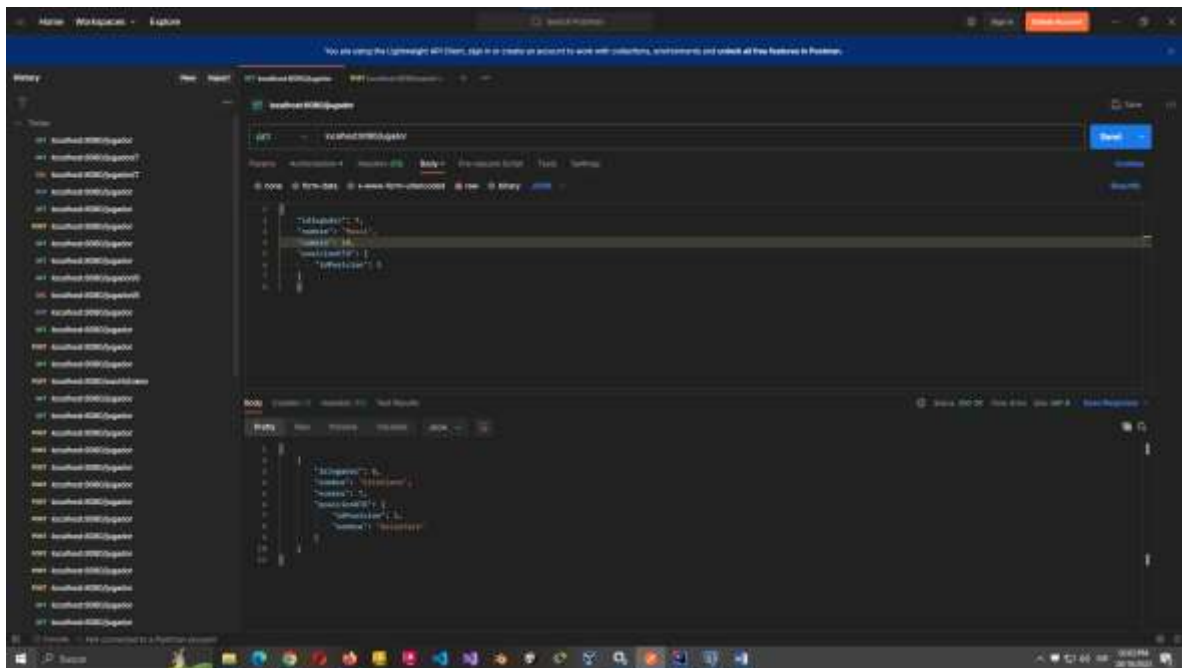


PUT

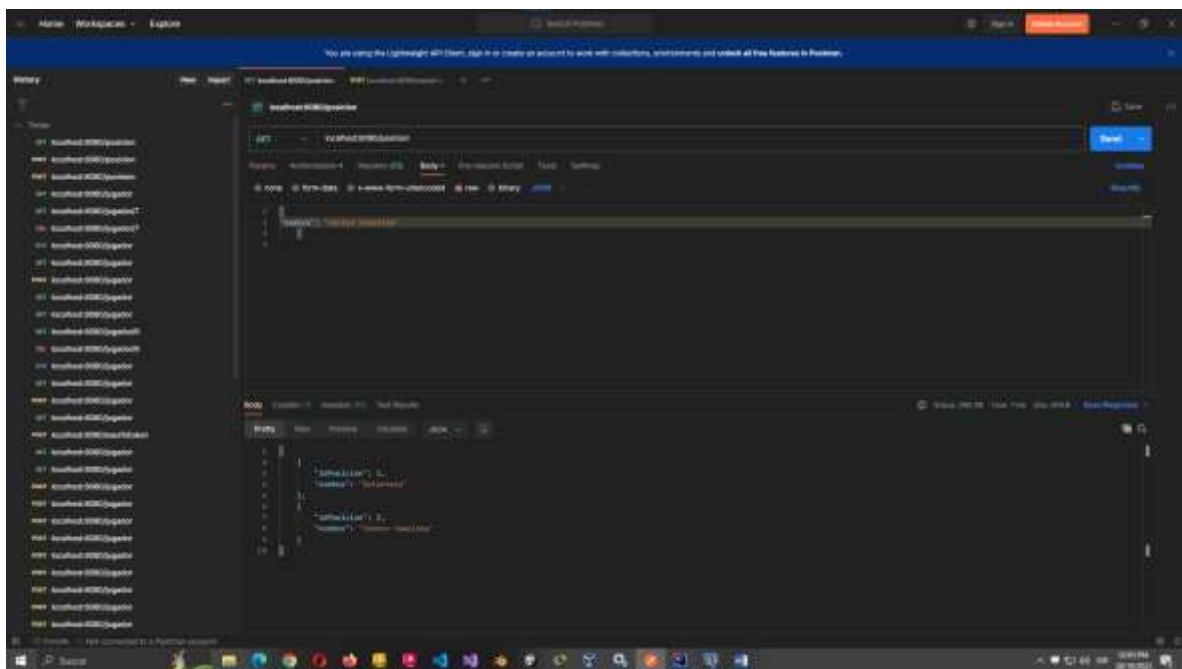


DELETE



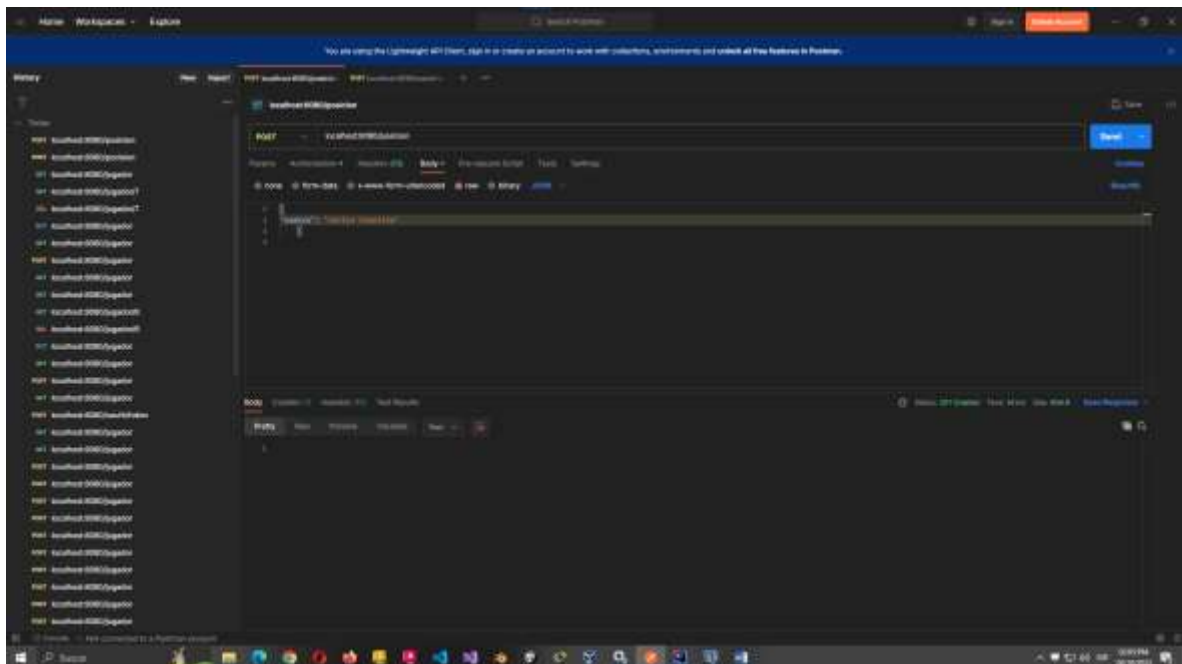


POSICION  
GET

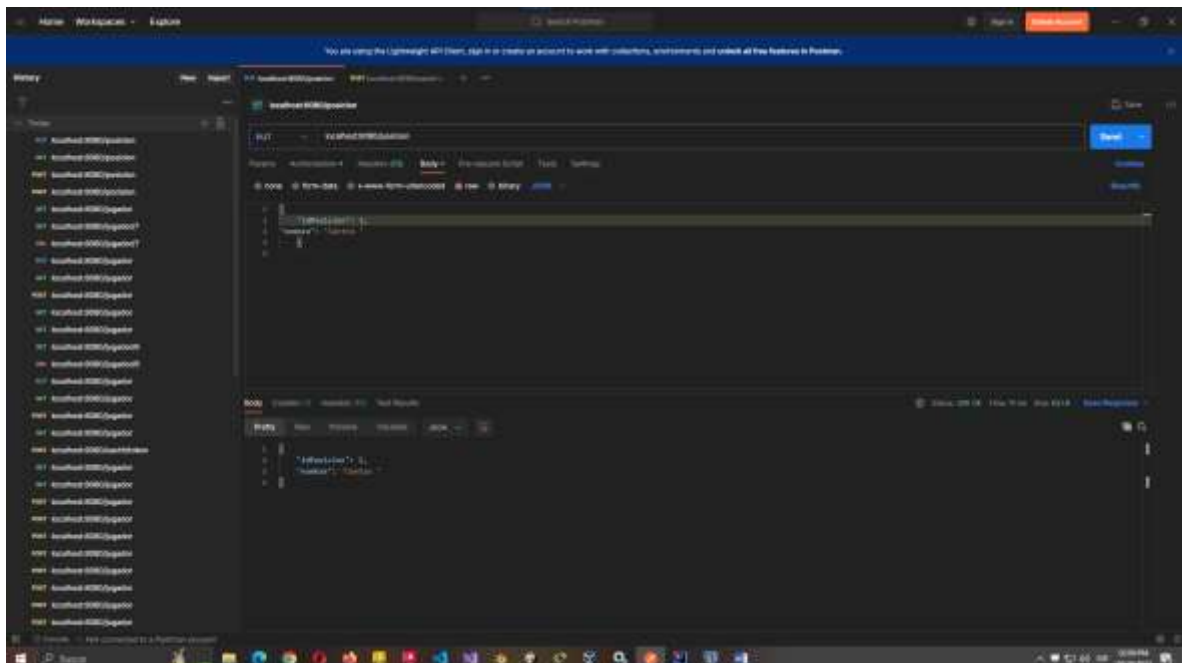




# POST



# PUT



# DELETE

