

Nombre: Franklin Alfredo Castillo Cristino -

CC101020

Materia: Desarrollo Aplicaciones Web

Docente: Ing. Carlos Boris Martinez Calzadia

Actividad: Laboratorio 3

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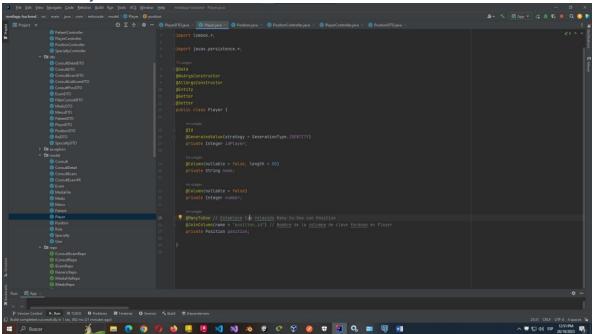
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Modelos:

Modelo Position

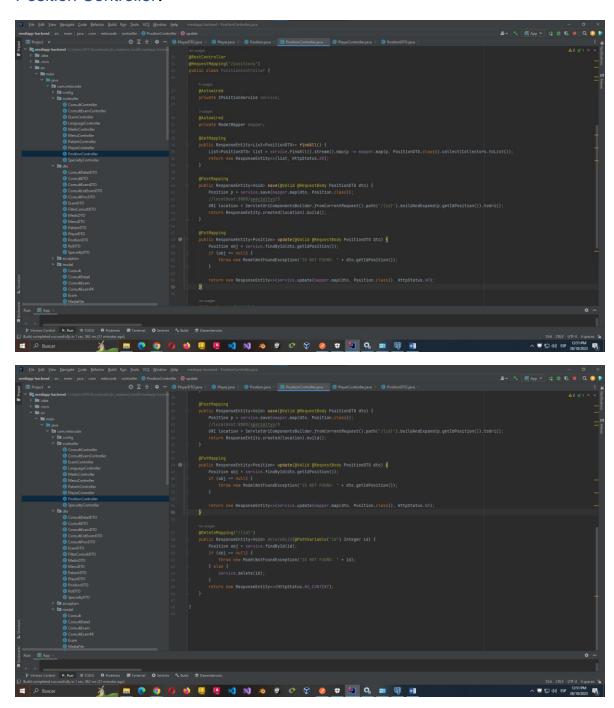
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| Print | Prin
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Modelo Player

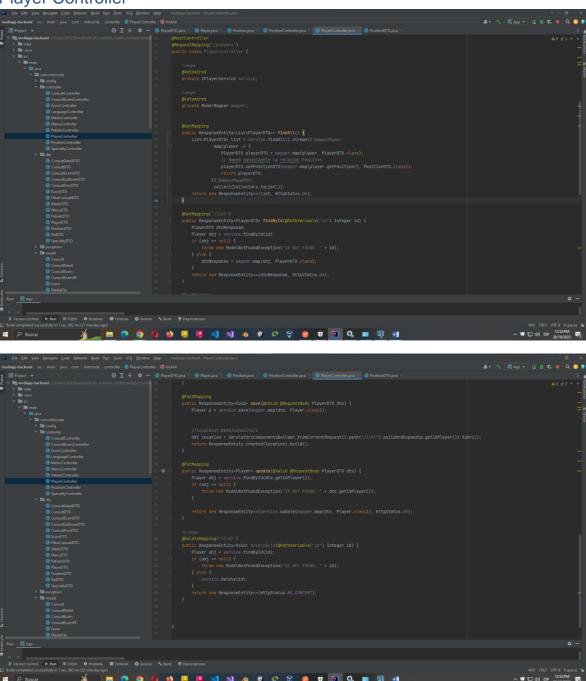


Controllers:

Position Controller:



Player Controller



DTOS

Position DTO:

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| The first year (place) and place places | Plac
```

Player DTO

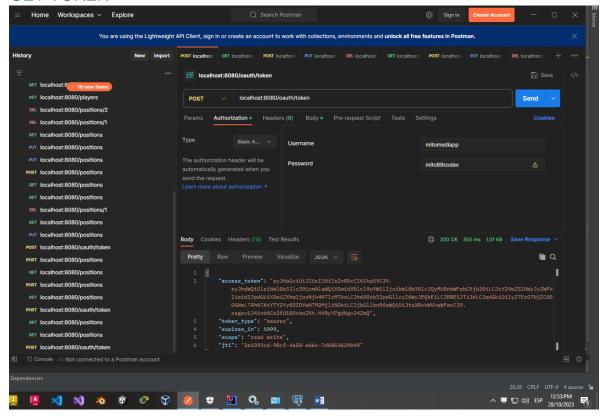
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The first five the place of the first five the place of t
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POSTMAN

Postman

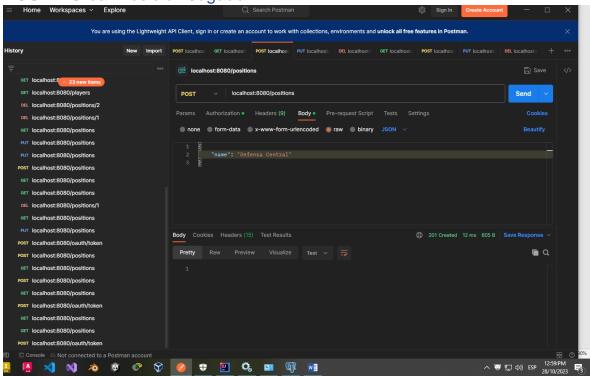
OAUTH2 POSTMAN

GET TOKEN

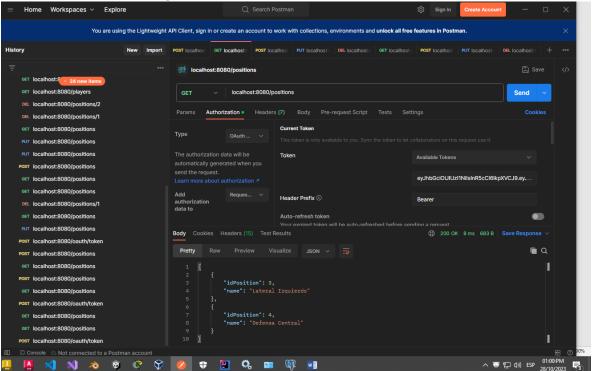


POSITION PLAYER POSTMAN

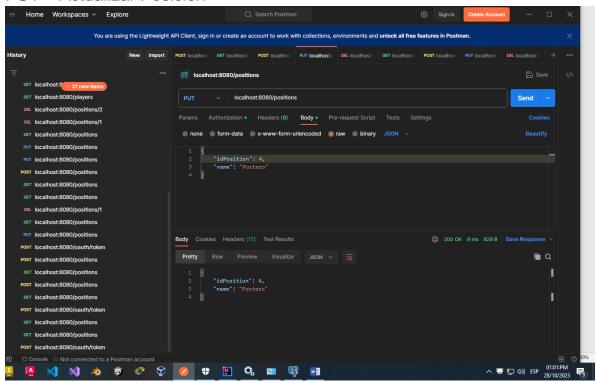
POST - Crear Posicion Jugador



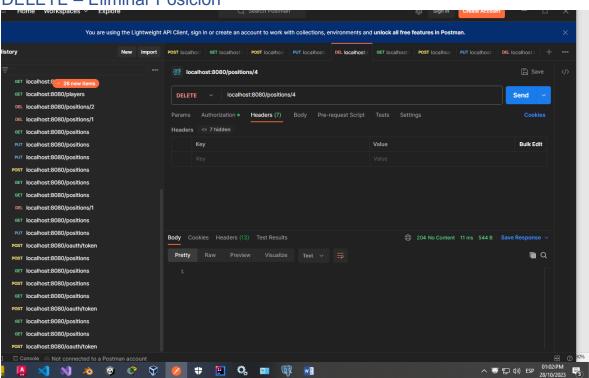
GET – Posiciones Jugadores



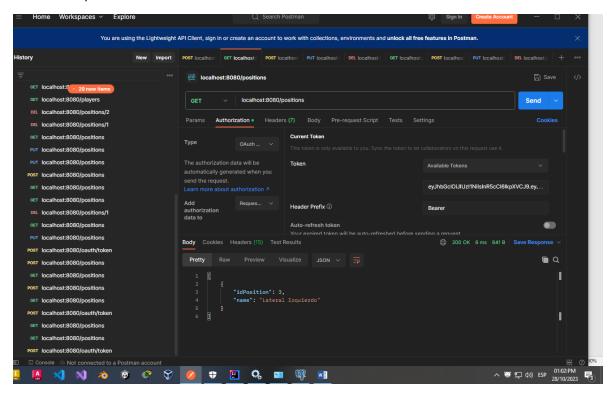
PUT - Actualizar Posicion



DELETE – Eliminar Posicion

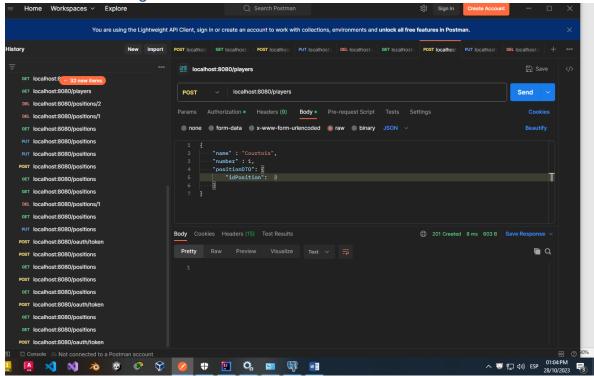


Revisamos que se borre correctamente:

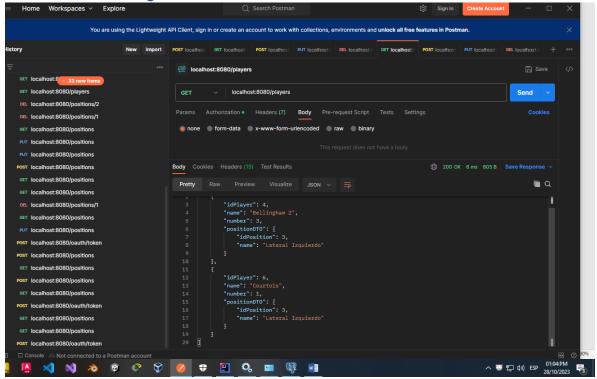


PLAYER POSTMAN

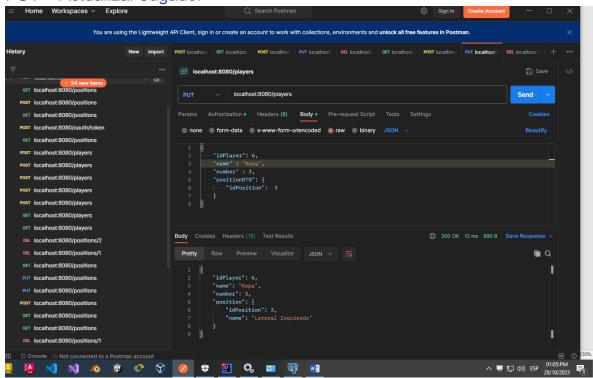
POST - Crear Jugador



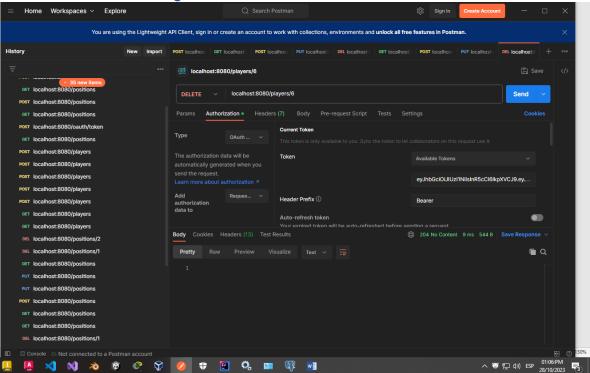
GET – Obtener Jugadores



PUT - Actualizar Jugador



DELETE – Eliminar Jugador



Revisamos que se haya borrado correctamente

