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Materia: Desarrollo Aplicaciones Web

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Actividad: Laboratorio 3

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Contenido

[Modelos 3](#_Toc149390994)

[Modelo Position 3](#_Toc149390995)

[Modelo Player 3](#_Toc149390996)

[Controllers: 4](#_Toc149390997)

[Position Controller 4](#_Toc149390998)

[Player Controller 5](#_Toc149390999)

[DTOS 6](#_Toc149391000)

[Position DTO: 6](#_Toc149391001)

[Player DTO 6](#_Toc149391002)

[Postman 8](#_Toc149391003)

[OAUTH2 POSTMAN 8](#_Toc149391004)

[GET TOKEN 8](#_Toc149391005)

[POSITION PLAYER POSTMAN 9](#_Toc149391006)

[POST – Crear Posicion Jugador 9](#_Toc149391007)

[GET – Posiciones Jugadores 9](#_Toc149391008)

[PUT – Actualizar Posicion 10](#_Toc149391009)

[DELETE – Eliminar Posicion 10](#_Toc149391010)

[PLAYER POSTMAN 12](#_Toc149391011)

[POST – Crear Jugador 12](#_Toc149391012)

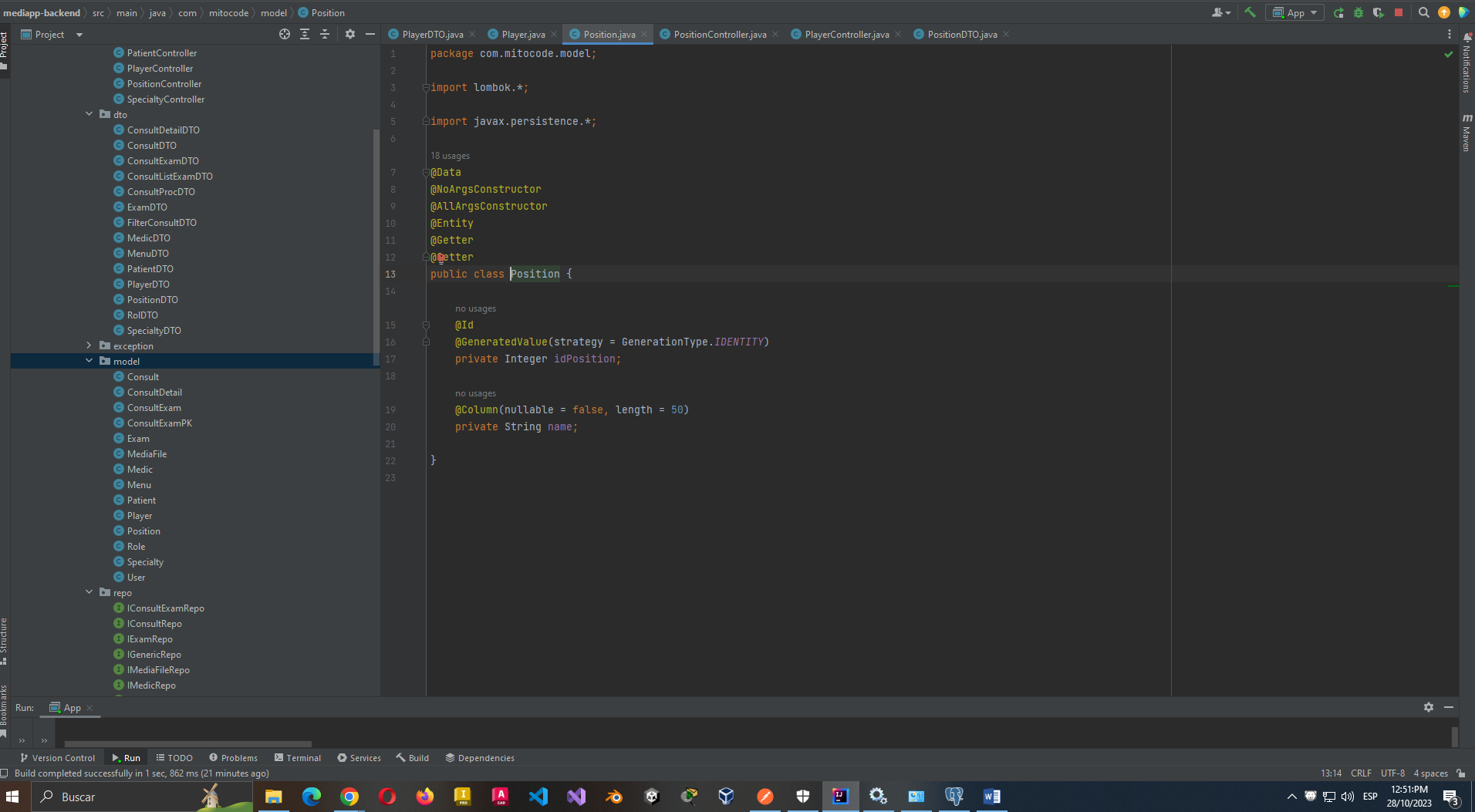
[GET – Obtener Jugadores 12](#_Toc149391013)

[PUT – Actualizar Jugador 13](#_Toc149391014)

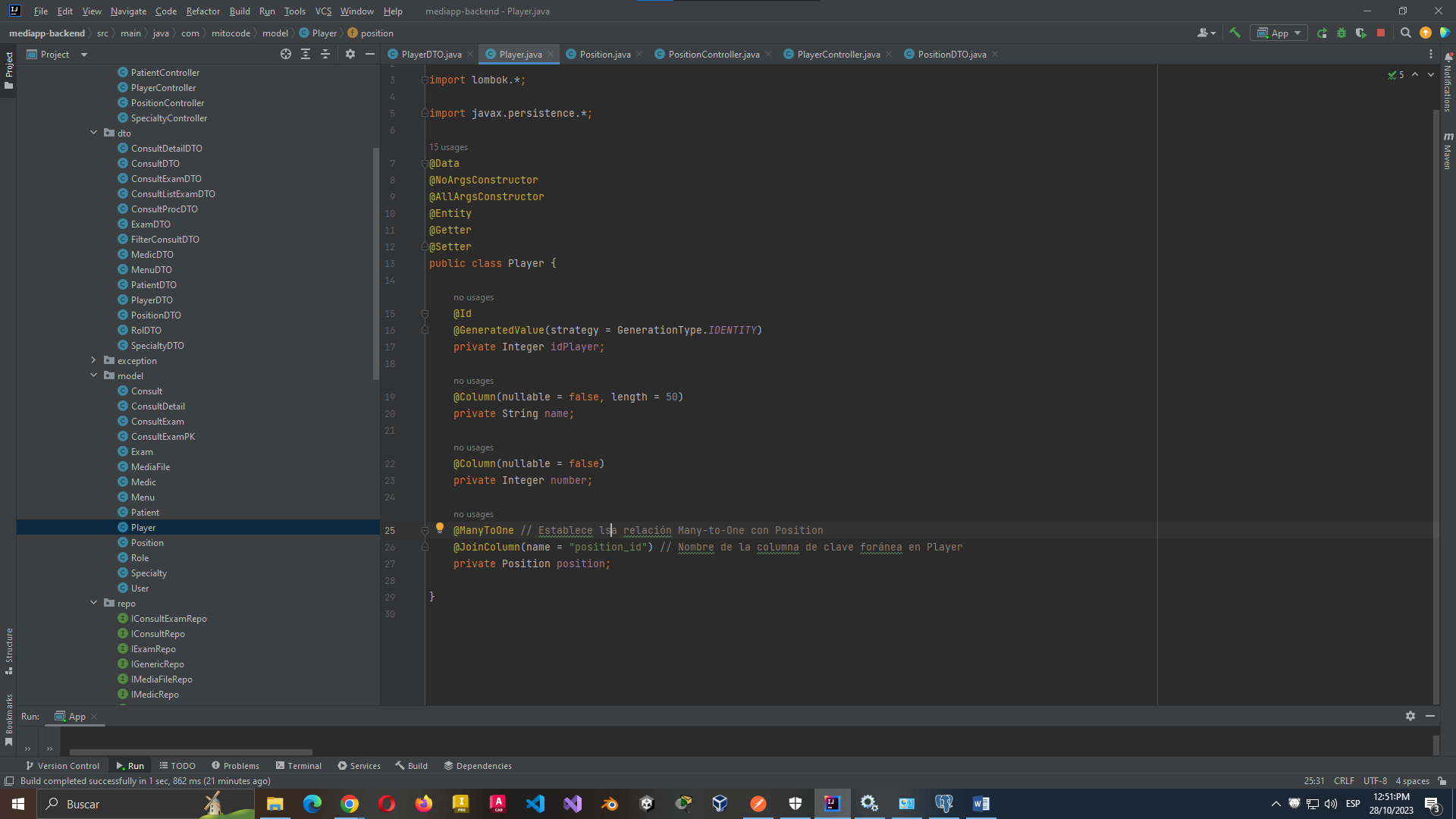
[DELETE – Eliminar Jugador 13](#_Toc149391015)

Modelos:

## Modelo Position

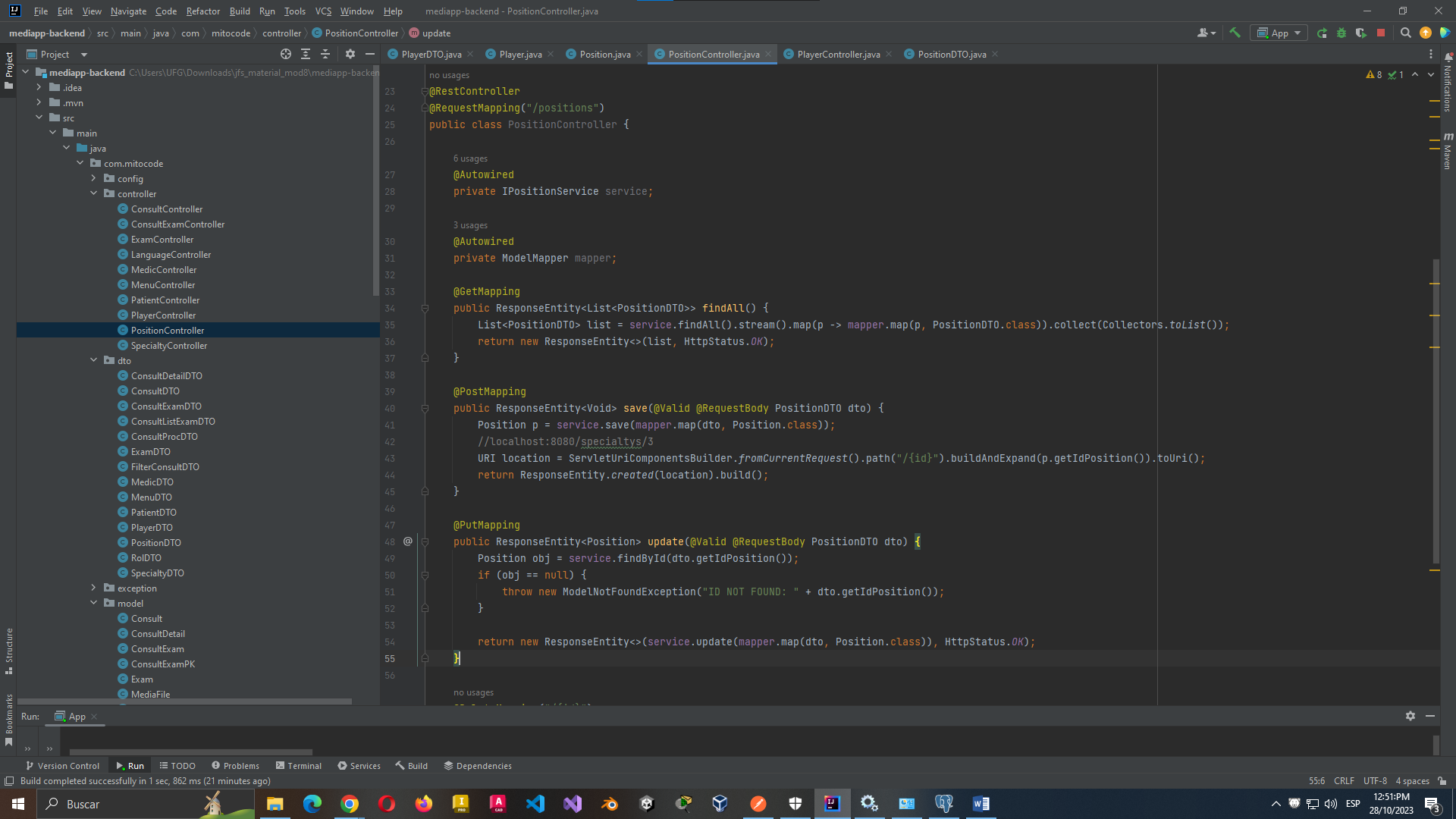


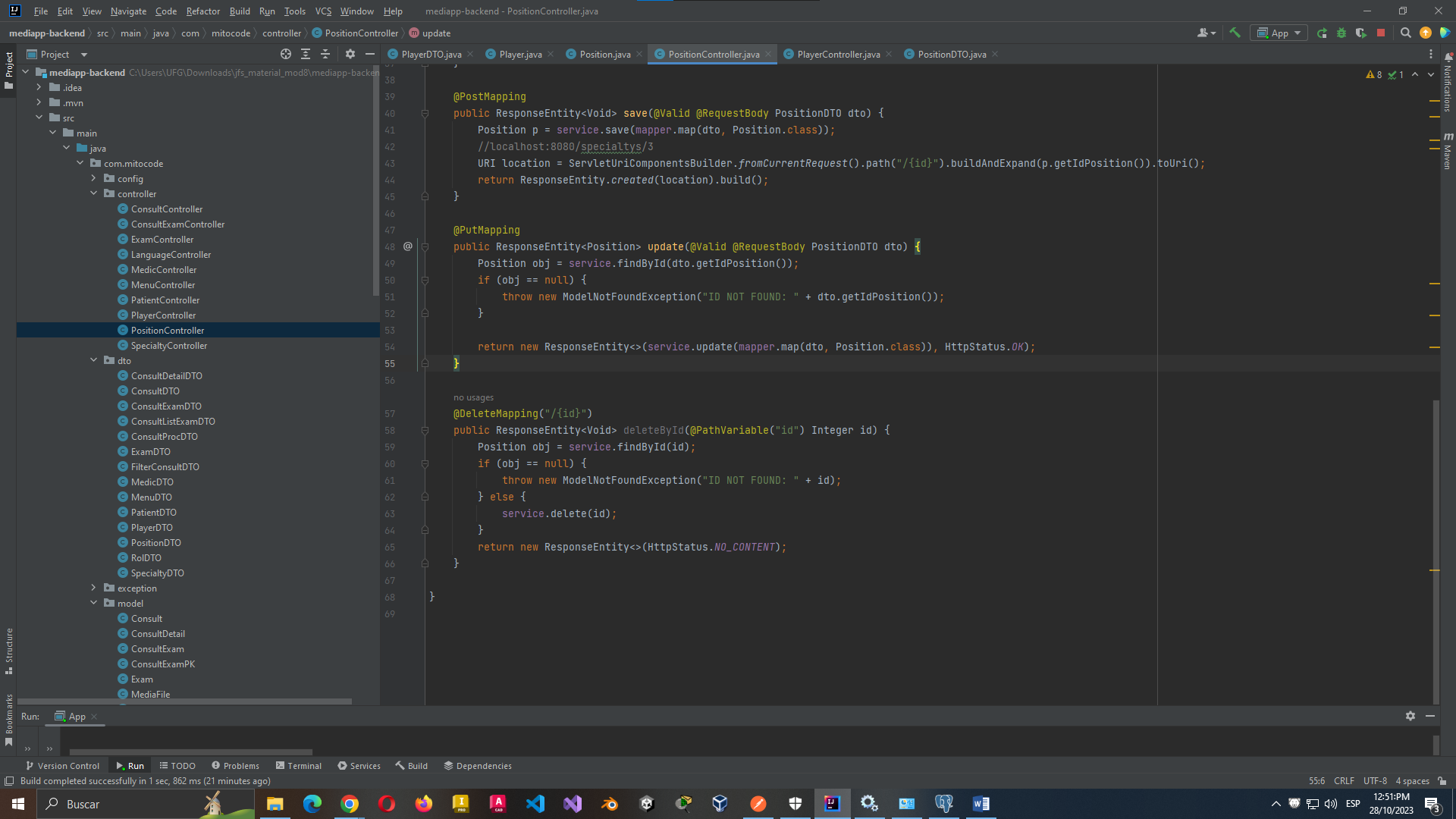
## Modelo Player



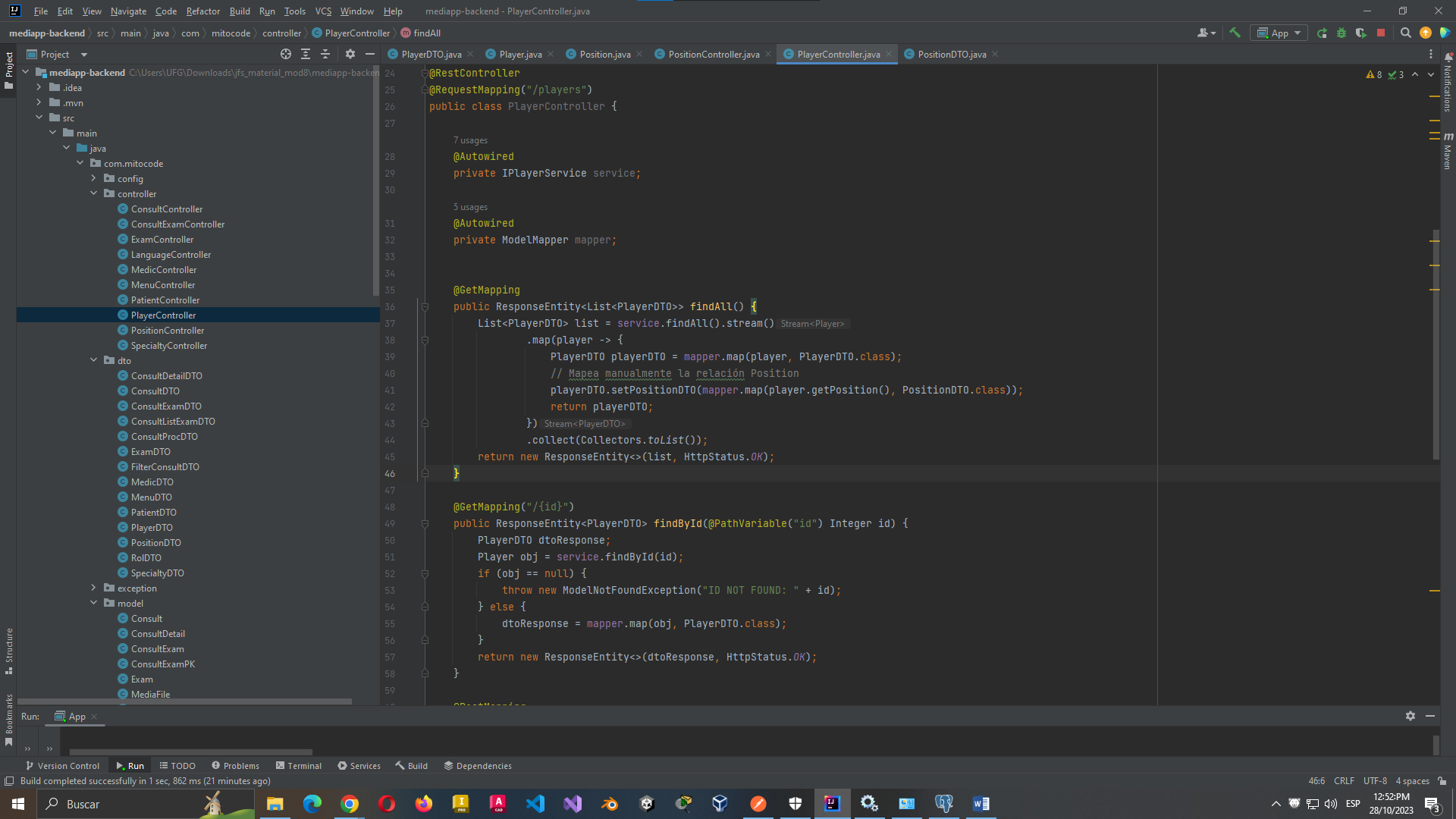
# Controllers:

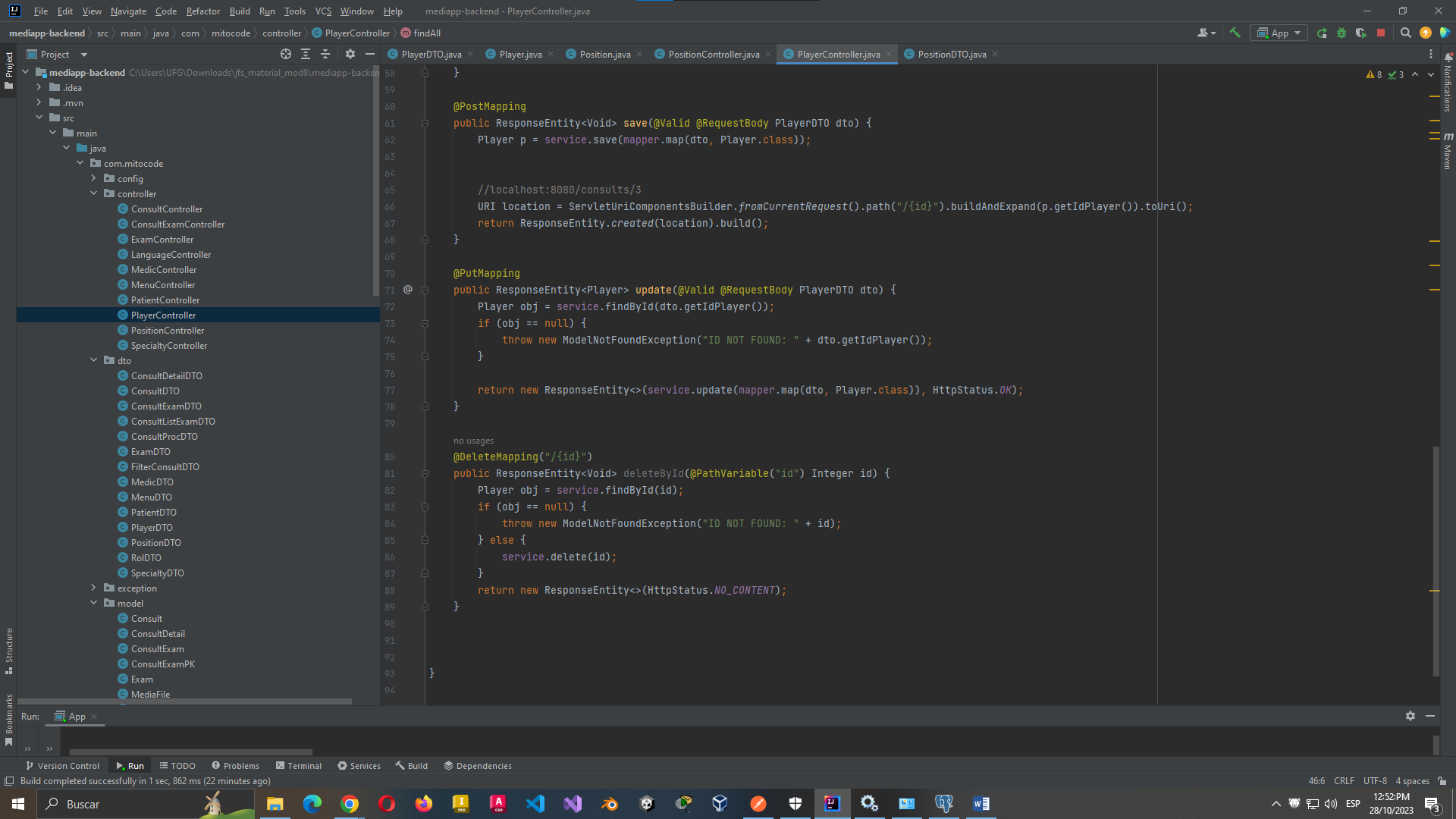
Position Controller:





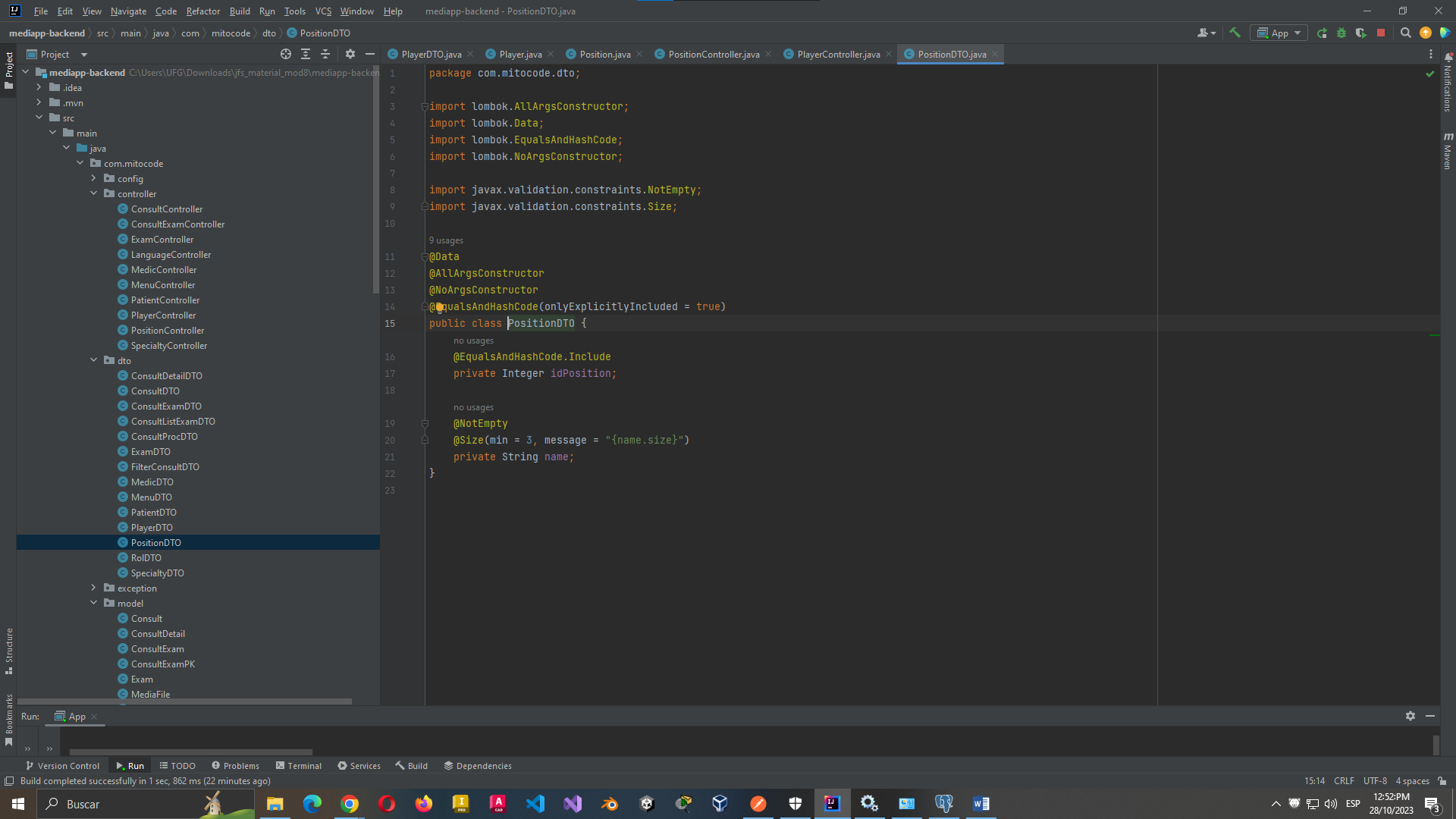
## Player Controller



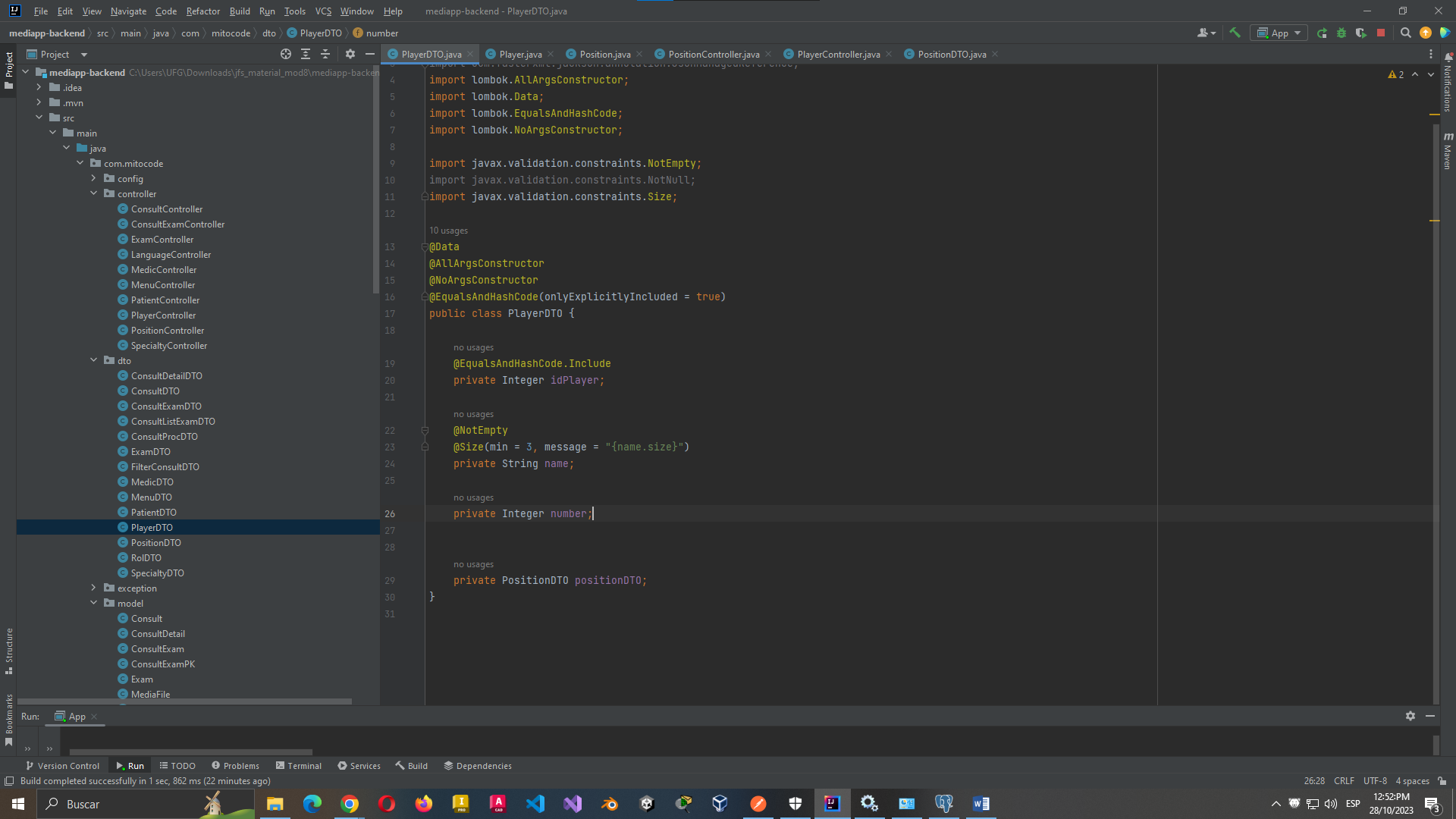


# DTOS

## Position DTO:



## Player DTO



POSTMAN

# Postman

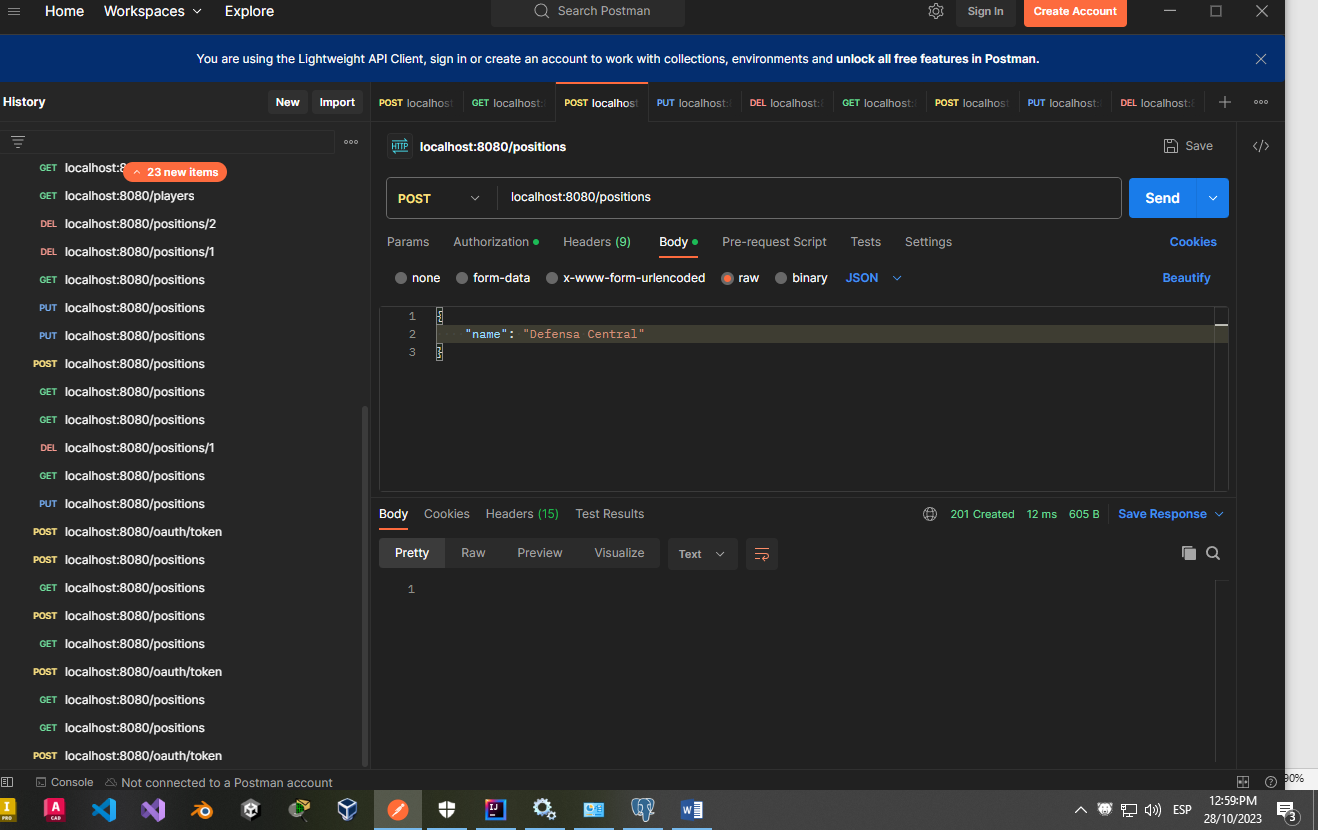
# OAUTH2 POSTMAN

## GET TOKEN

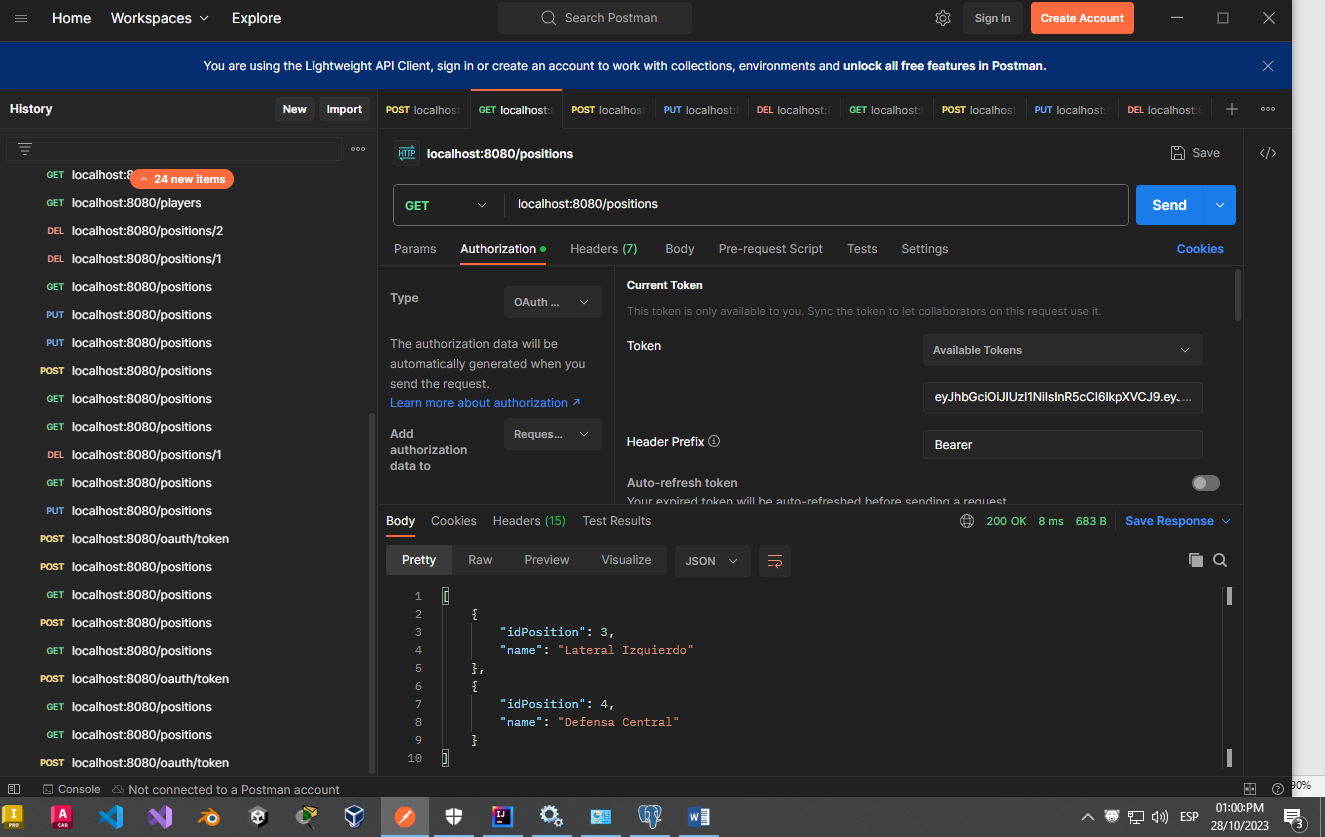


# POSITION PLAYER POSTMAN

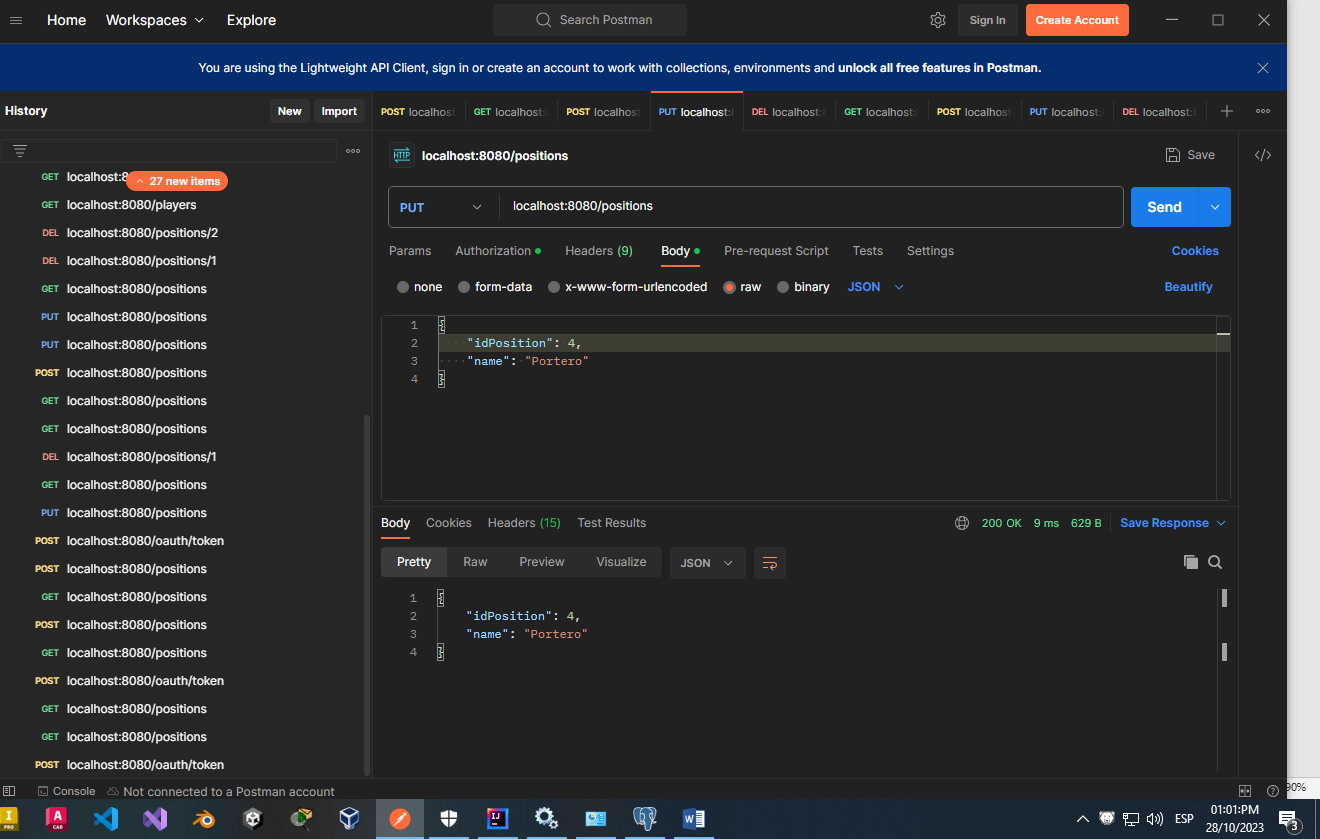
## POST – Crear Posicion Jugador



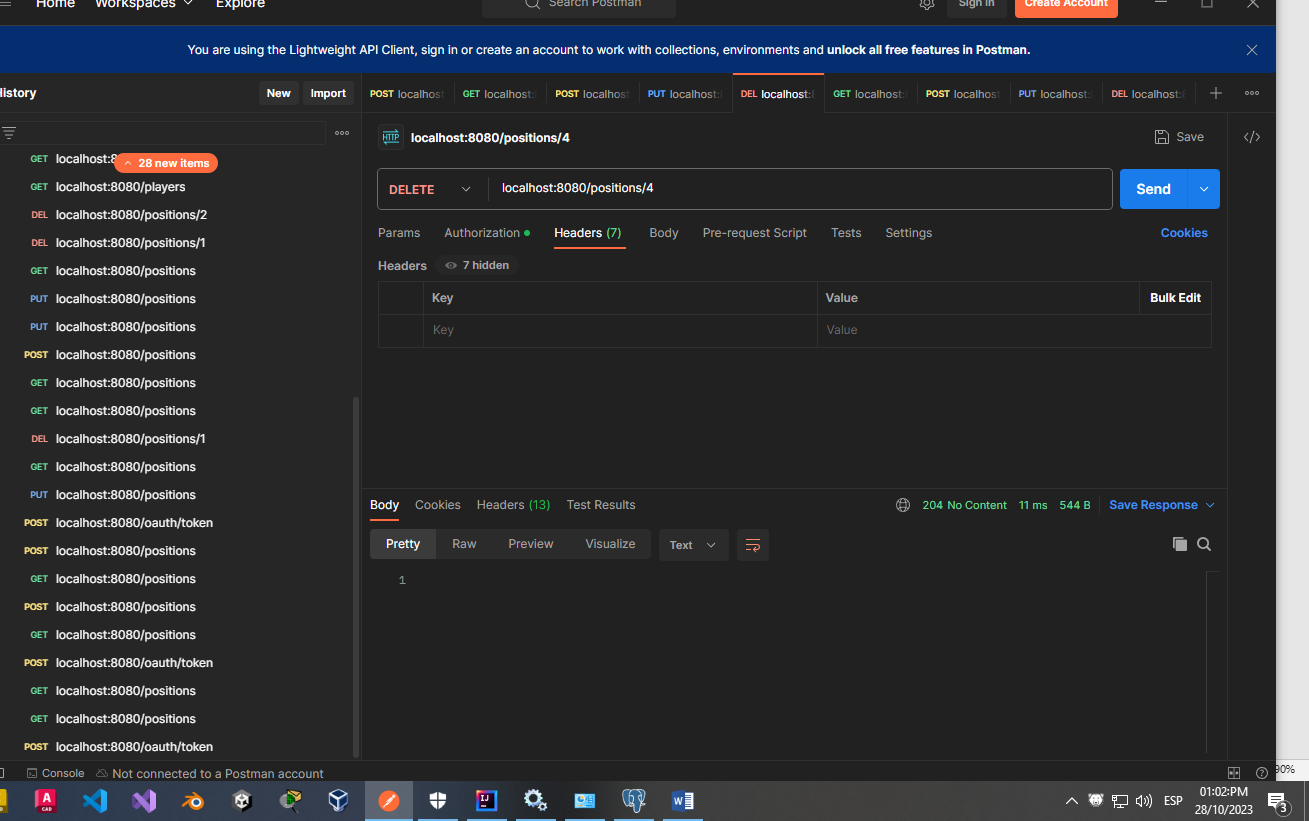
## GET – Posiciones Jugadores



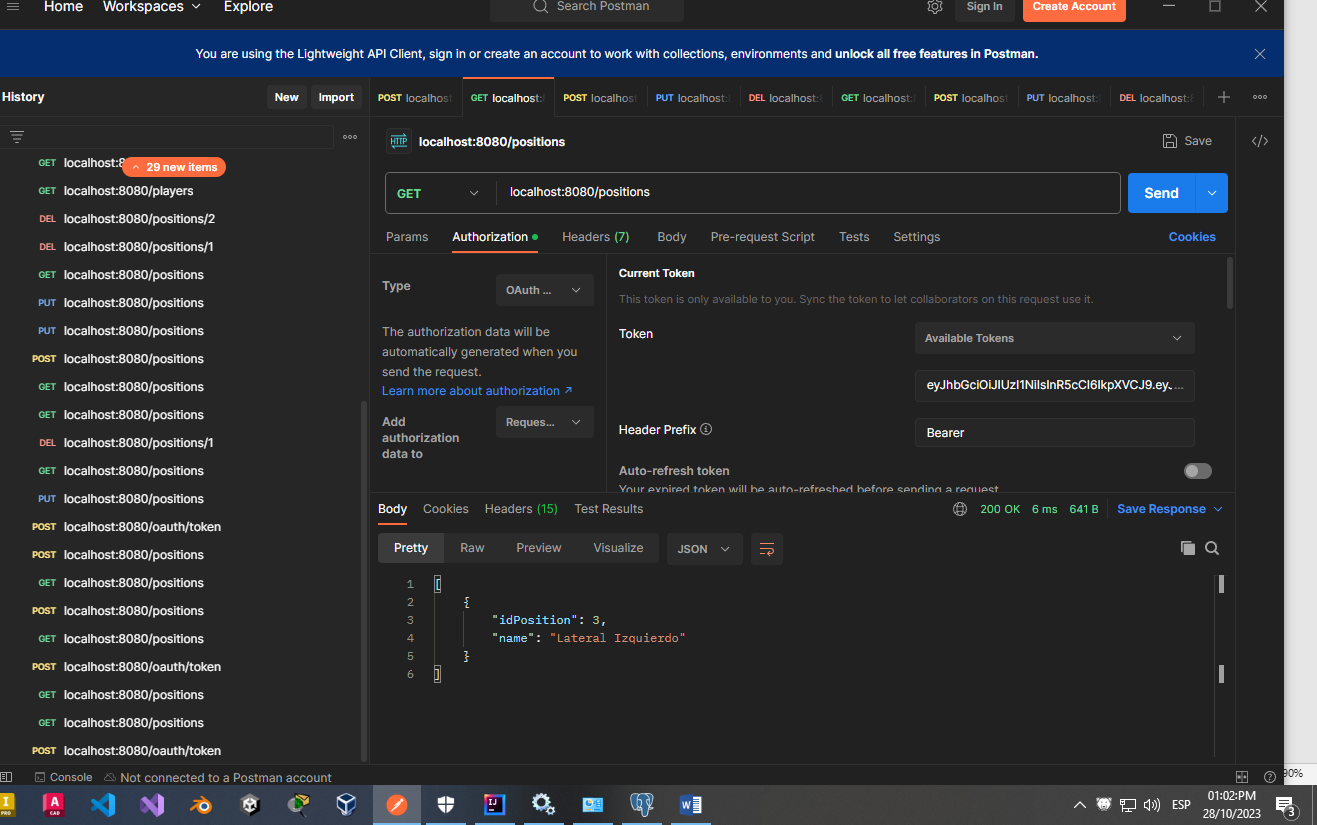
## PUT – Actualizar Posicion



## DELETE – Eliminar Posicion

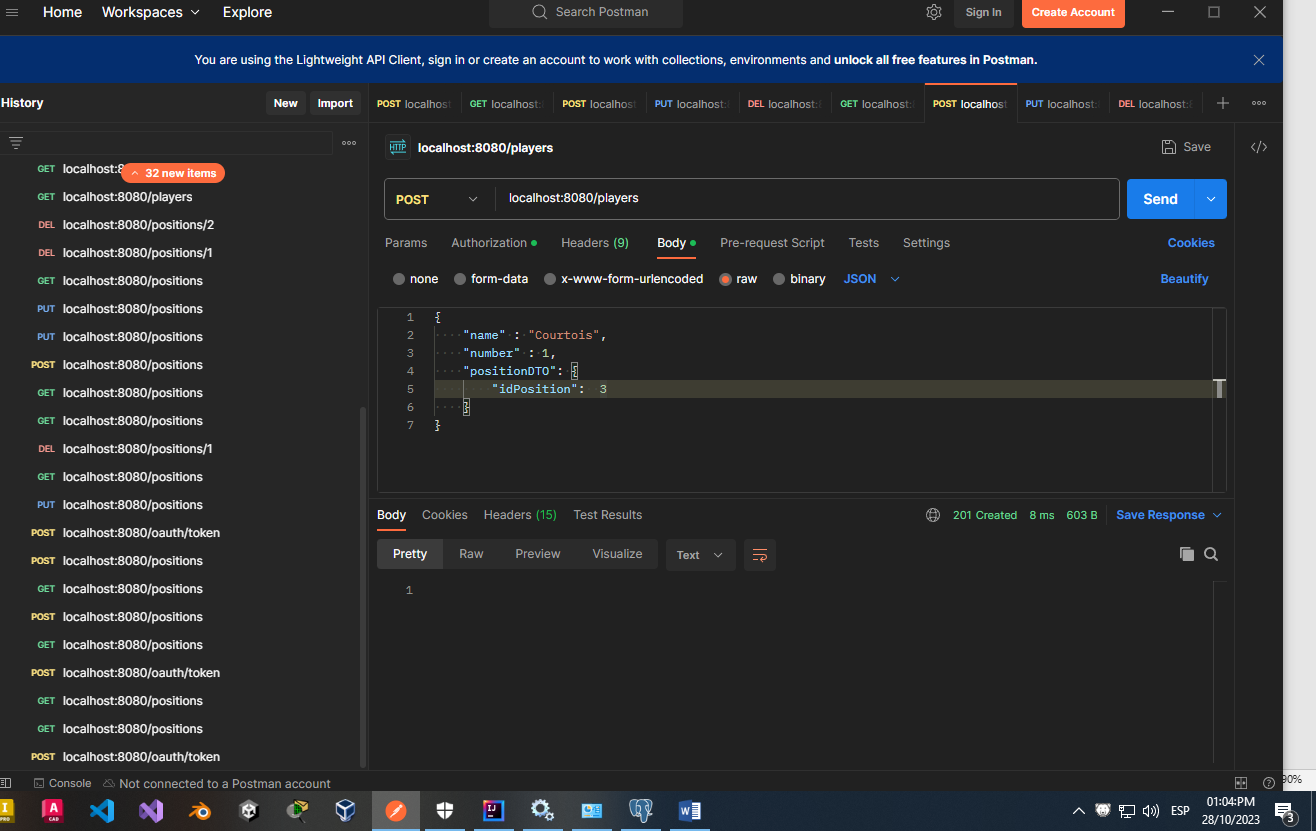


Revisamos que se borre correctamente:

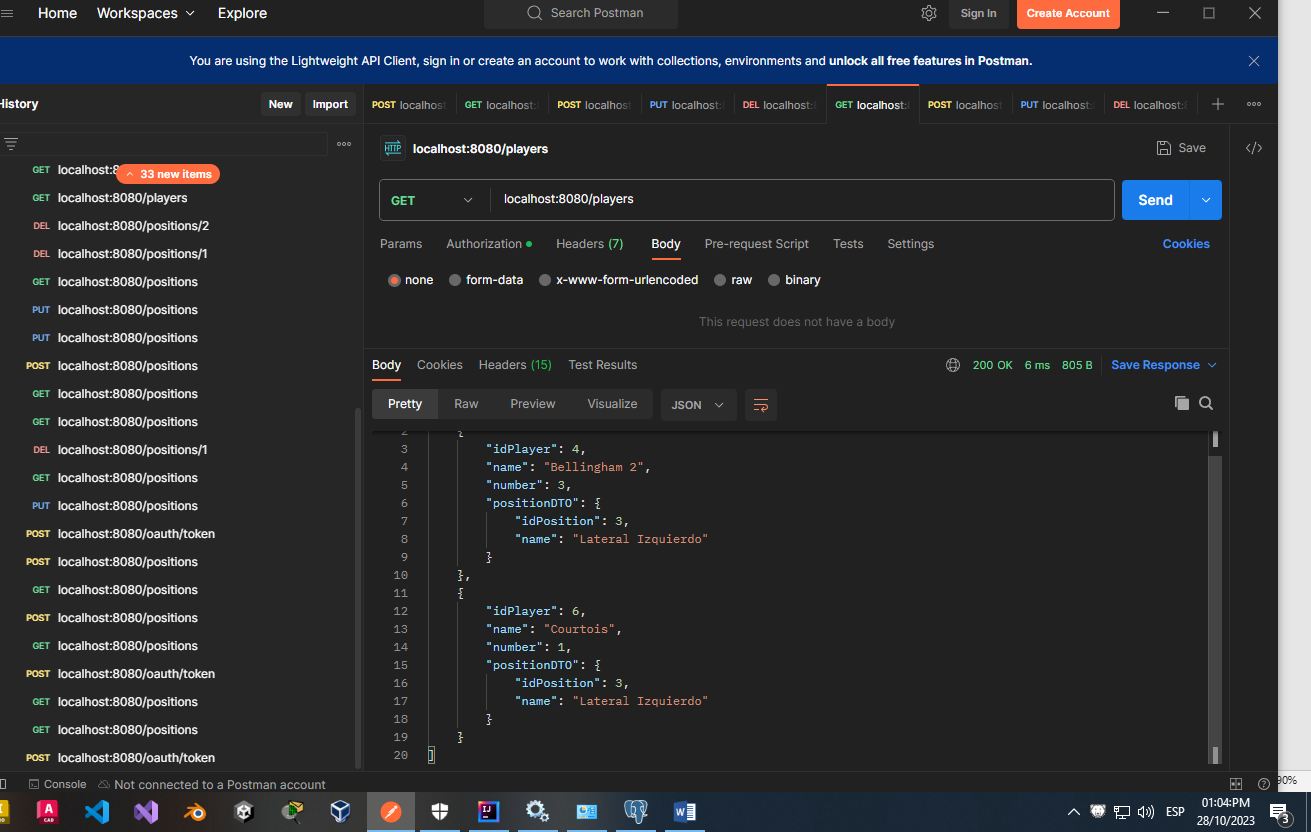


# PLAYER POSTMAN

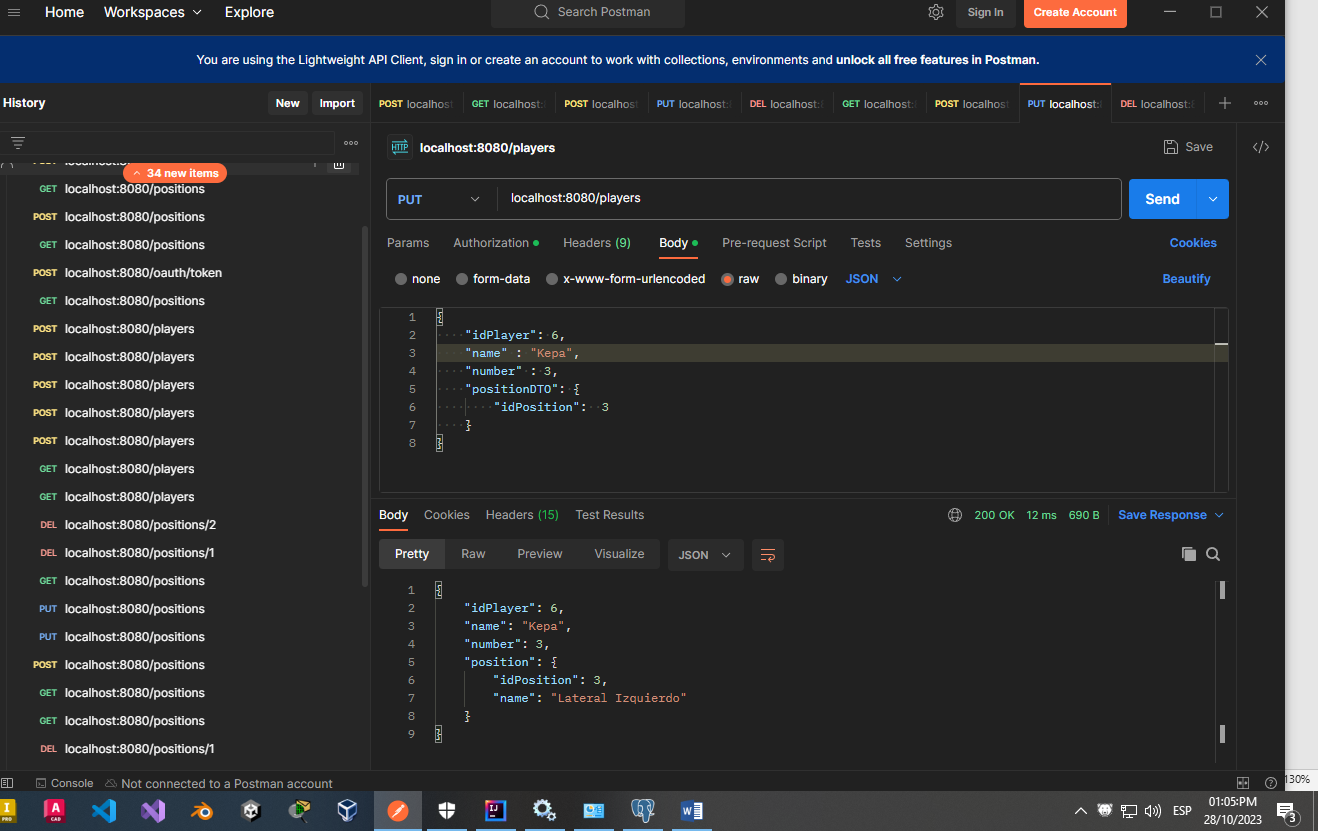
## POST – Crear Jugador



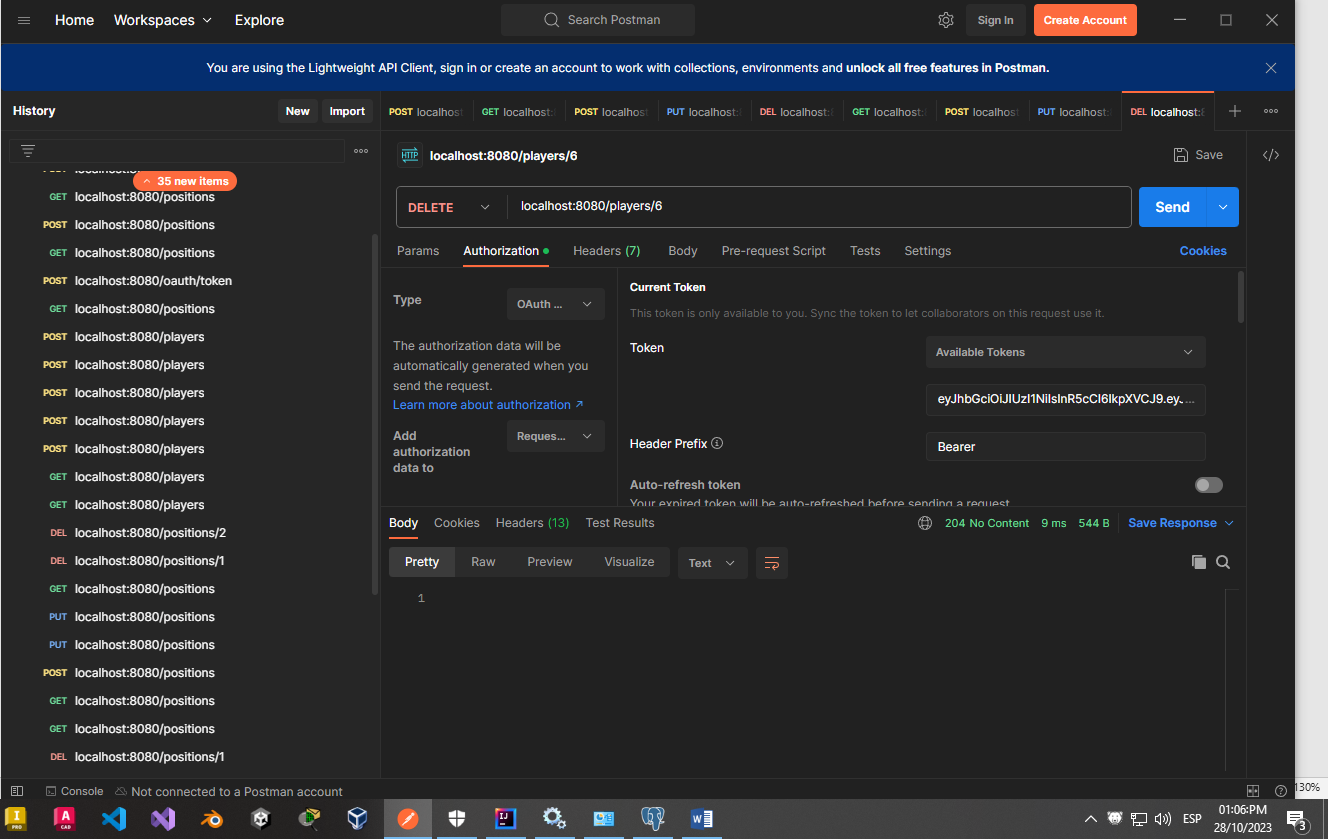
## GET – Obtener Jugadores



## PUT – Actualizar Jugador



## DELETE – Eliminar Jugador



Revisamos que se haya borrado correctamente

