

```
1 using System;
2 using System.Collections.Generic;
3 using System.Data.SqlClient;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace QuiddichV2._0
9 {
10     public static class TeamDB
11     {
12         public static List<Team> GetTeams()
13         {
14             List<Team> teams = new List<Team>();
15             SqlConnection connection = LocalDB.GetConnection();
16             string selectPlayerment = "SELECT TeamID, TeamName, AbbrName, City, State, ZipCode "
17                                     + "FROM Teams "
18                                     + "ORDER BY TeamID";
19             SqlCommand selectCommand =
20                 new SqlCommand(selectPlayerment, connection);
21             try
22             {
23                 connection.Open();
24                 SqlDataReader reader = selectCommand.ExecuteReader();
25                 while (reader.Read())
26                 {
27                     Team team = new Team();
28                     team.TeamID = Convert.ToInt32(reader["TeamID"]);
29                     team.TeamName = reader["TeamName"].ToString();
30                     team.AbbbrName = reader["AbbrName"].ToString();
31                     team.City = reader["City"].ToString();
32                     team.State = reader["State"].ToString();
33                     team.ZipCode = reader["ZipCode"].ToString();
34
35                     teams.Add(team);
36                 }
37                 reader.Close();
38             }
39             catch (SqlException ex)
40             {
41                 throw ex;
42             }
43             finally
44             {
45                 connection.Close();
46             }
47             return teams;
48         }
49     }
50 }
51
```