

```
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 PlayerDB
11     {
12         public static List<Player> GetPlayers(int teamID)
13         {
14             List<Player> players = new List<Player>();
15             SqlConnection connection = LocalDB.GetConnection();
16             string selectPlayerment = "SELECT * "
17                                     + "FROM Players "
18                                     + "WHERE TeamID = " + 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                     Player player = new Player();
28                     player.TeamID = Convert.ToInt32(reader["TeamID"]);
29                     player.FirstName = reader["FirstName"].ToString();
30                     player.LastName = reader["LastName"].ToString();
31                     player.UniformNumber = Convert.ToInt32(reader["UniformNumber"]);
32                     player.Position = reader["Position"].ToString();
33
34                     players.Add(player);
35                 }
36                 reader.Close();
37             }
38             catch (SqlException ex)
39             {
40                 throw ex;
41             }
42             finally
43             {
44                 connection.Close();
45             }
46             return players;
47         }
48     }
49 }
50
```