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Tuesday Project Class

**Camp Registration Project**

**What is it?**

A program developed using C# that allows camp coordinators to enter and save camper registration information. Using EntityFramwork , the application will create a user interface to convert the user input data into an object of a specific class and store it in a database.

**Technical Summary**

C#

Visual Studio Code

.NET SDK 3.1.102

Microsoft EntityFramework Core

Microsoft EntityFramework SQL Server (Database)

Microsoft EntityFramework dotnet CLI

Microsoft EntityFramework dotnet Design

HTML, CSS, or JavaScript

Json

MVC/Razor

**How to make the Project work.**

Open the GitHub link with Visual Studio Code.

In the console type **dotnet run** then press ENTER.

The program will build and create a local web address and other directions in the console.

Type the address (<http://localhost5001>) into a Chrome browser.

Follow the prompts.

**Features**

Name

Age Selection

Camp Focus Selection (Sports or Computer)

Food Allergy

Preferred games and activities.

**Milestone List**

Week 1: Outline Project

Week 3: Add and retrieve data (Name) to a json file or database

Week 5: Build selection categories (age, food choice, etc.)

Week 7: Create a user-friendly interface

Week 8: Complete project.