**Phase-End Project 1**

**Player and Team**

Github link : <https://github.com/KarakambadiNaveena/SimplilearnProjects.git>

**Step 1**: Creating a Windows Console project in Visual Studio to display the student data.

1. Open Visual Studio.
2. From the top menu select **File->New->Project.**
3. In **Create A New Project** Screen, select **Console app (.NET Core)** from the list of available project types and click on **Next.**
4. Enter **Project Name** as Playerandteam and click on **Create.**

**Step 2:**

1. Create a Player class with auto-implemented properties.
2. Create an interface **ITeam** and declare functions.
3. Create a derived class **OneDayTeam** to implement ITeam interface functionalities.
4. After writing all the above functions, write the code in the **Main** function inside the default class **Program.**
5. Create a menu to prompt the user to perform the required functionality as shown below:

"Enter 1:To Add Player 2:To Remove Player by Id 3.Get Player By Id 4.Get Player by Name 5.Get All Players:"

1. Write a switch-case construct to call the required function from **OneDayTeam** class per user choice

**Step 3:** Building the project

* From the top menu choose **Build->Build Solution.**
* If any compile errors are shown, fix them as required.

**Step 4:** Publishing and running the project

* From the top menu select **Debug->Start Without Debugging.**
* This will execute the program in a console window.

**Step 5:** Pushing the code to your GitHub repositories

Open your command prompt and navigate to the folder where you have created your files.

cd <folder path>

Initialize your repository using the following command:

git init

Add all the files to your git repository using the following command:

git add .

Commit the changes using the following command:

git commit -m “Changes have been committed.”

Push the files to the folder you created initially using the following command:

git push -u origin master