

## *Esquema de Arquitectura*

PROYECTO-FINAL-ENTORNS/

- |
- |— Controllers/
  - | |— DigimonController.cs
  - | |— PokemonController.cs
- |
- |— Models/
  - | |— Digimon.cs
  - | |— ErrorViewModel.cs
  - | |— Pokemon.cs
  - | |— PokemonListItem.cs
- |
- |— Properties/
  - | |— launchSettings.json
- |
- |— Services/
  - | |— DigimonApiService.cs
  - | |— IDigimonApiService.cs
  - | |— IPokeApiService.cs
  - | |— PokeApiService.cs
- |
- |— Views/
  - | |— Digimon/
  - | |— Pokemon/
  - | |— Shared/
  - | |— \_ViewImports.cshtml
  - | |— \_ViewStart.cshtml
- |
- |— Program.cs
- |— Proyecto-final-entorns.sln
- |— Proyecto\_final\_entorns.csproj
- |— README.md
- |— appsettings.Development.json
- |— appsettings.json

