

1. Add a Customer Class in the Models Folder

```
using System;
using System.Collections.Generic;
using System.ComponentModel.DataAnnotations;
using System.Linq;
using System.Web;

namespace RestModule1.Models
{
    public class Customer
    {
        public int Id { get; set; }
        [Required,StringLength(15)]
        public string Name { get; set; }

        [RegularExpression(@"^([\w\.-]+)@([\w\.-]+)(\.([\w]{2,3})+)$",ErrorMessage = 
"Email in not valid")]
        public string Email { get; set; }

        [RegularExpression("[0-9]*$",ErrorMessage = "Invalid Phone Number")]
        public string Phone { get; set; }
    }
}
```

2. Add a Customers Controller in the Controller Folder and add the following code in the controller.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Net;
using System.Net.Http;
using System.Web.Http;
using RestModule1.Models;

namespace RestModule1.Controllers
{
    public class CustomersController : ApiController
    {
        static List<Customer> customers = new List<Customer>()
        {
            new Customer(){Id=1,Name = "Tom Cruise",Email = "tomcruise@gmail.com",Phone = 
"3322"},
            new Customer(){Id=1,Name = "Robert Downy Jr",Email = "robert@gmail.com",Phone 
= "326"},
            new Customer(){Id=1,Name = "Chris patt",Email = "cpatt@hotmail.com",Phone = 
"659"},
        };

        // GET: api/Customers
        public IEnumerable<Customer> Get()
    }
}
```

```

    {
        return customers;
    }

    // GET: api/Customers/5
    public string Get(int id)
    {
        return "value";
    }

    // POST: api/Customers
    public IHttpActionResult Post([FromBody]Customer customer)
    {
        if (ModelState.IsValid)
        {
            customers.Add(customer);
            return Ok();
        }
        return BadRequest(ModelState);
    }

    // PUT: api/Customers/5
    public void Put(int id, [FromBody]string value)
    {
    }

    // DELETE: api/Customers/5
    public void Delete(int id)
    {
    }
}

```