**Phase-End Project 1**

**Player and Team Requirements**

**Git link:**

<https://github.com/RBhuvaneswari01/mainprojects>

**Step 1**: Creating a Windows Console project in Visual Studio .

● Open Visual Studio.

● From the top menu select File->New->Project.

● In Create A New Project Screen, select Console app (.NET Core) from the list of available project types and click on Next.

● Enter Project Name phaseendproject1 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.

**STEP 3**:

* Select the program.cs file on current tab and enter the code .
* Enter the code in Player, OneDayTeam classes and Iteam classes.

**Step 4:**Building the project

● From the top menu choose Build->Build Solution.

● If any compile errors are shown, fix them as required.

**Step 5:**Publishing and running the project

● From the top menu select Debug->Start Without Debugging.

● This will execute the program in a console window.

**Step 6:**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 “upload”**

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

**git push -u origin main**