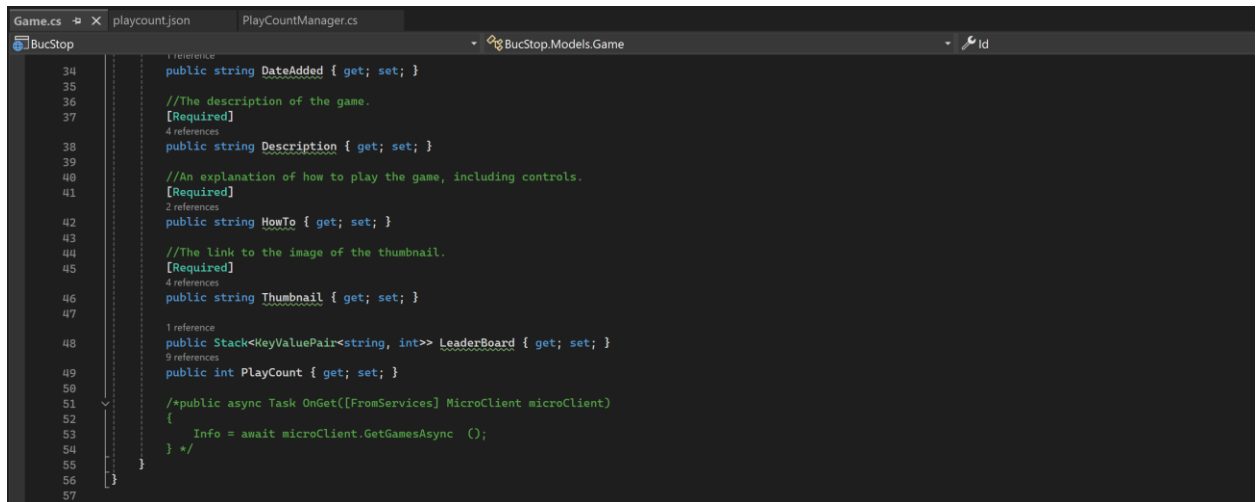# Information of Play Count

Model: BucStop/Models/Game.cs

Shows the model a game which includes Play Count.
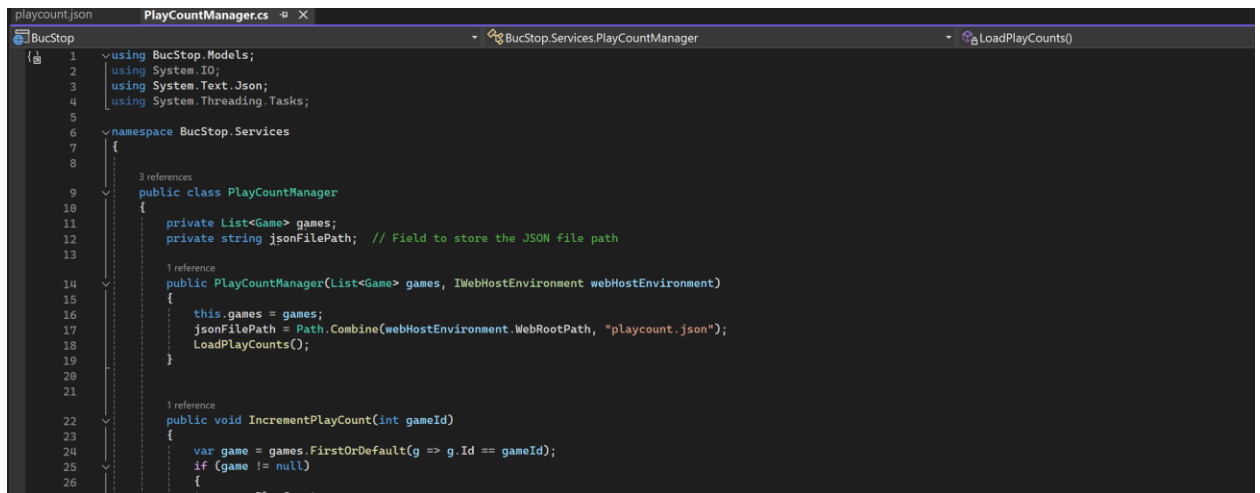
```
Game.cs  ⚲  X   playcount.json        PlayCountManager.cs
🗐 BucStop                                              ▼  🔧 BucStop.Models.Game                                    ▼  🔧 Id
                    1 reference
       34           public string DateAdded { get; set; }
       35
       36           //The description of the game.
       37           [Required]
                    4 references
       38           public string Description { get; set; }
       39
       40           //An explanation of how to play the game, including controls.
       41           [Required]
                    2 references
       42           public string HowTo { get; set; }
       43
       44           //The link to the image of the thumbnail.
       45           [Required]
                    4 references
       46           public string Thumbnail { get; set; }
       47
                    1 reference
       48           public Stack<KeyValuePair<string, int>> LeaderBoard { get; set; }
                    9 references
       49           public int PlayCount { get; set; }
       50
       51           /*public async Task OnGet([FromServices] MicroClient microClient)
       52           {
       53               Info = await microClient.GetGamesAsync ();
       54           } */
       55       }
       56   }
       57
```

Service: BucStop/Services/PlayCountMananger.cs

Where we get and Increment the Play Count.

```
playcount.json        PlayCountManager.cs  ⚲  X
🗐 BucStop                                              ▼  🔧 BucStop.Services.PlayCountManager                      ▼  🔧 LoadPlayCounts()
        1   using BucStop.Models;
        2   using System.IO;
        3   using System.Text.Json;
        4   using System.Threading.Tasks;
        5
        6   namespace BucStop.Services
        7   {
        8
            3 references
        9       public class PlayCountManager
       10       {
       11           private List<Game> games;
       12           private string jsonFilePath;  // Field to store the JSON file path
       13
                    1 reference
       14           public PlayCountManager(List<Game> games, IWebHostEnvironment webHostEnvironment)
       15           {
       16               this.games = games;
       17               jsonFilePath = Path.Combine(webHostEnvironment.WebRootPath, "playcount.json");
       18               LoadPlayCounts();
       19           }
       20
       21
                    1 reference
       22           public void IncrementPlayCount(int gameId)
       23           {
       24               var game = games.FirstOrDefault(g => g.Id == gameId);
       25               if (game != null)
       26               {
       27                   game.PlayCount++;
```

Storage: BucStop/wwwroot/lib/playcount.json

Where we store the information about Play Count

```
playcount.json  ⊕ ✕  PlayCountManager.cs
Schema: <No Schema Selected>
1   [{"Id":1,"Info":null,"Title":"Snake","Content":"/js/snake.js","Author":null,"DateAdded":null,"Description":"Snake Description","HowTo":null,"Thumbnail":"/images/
    snake.jpg","LeaderBoard":null,"PlayCount":11},{"Id":2,"Info":null,"Title":"Tetris","Content":"/js/tetris.js","Author":null,"DateAdded":null,"Description":"Tetris
    Description","HowTo":null,"Thumbnail":"/images/tetris.jpg","LeaderBoard":null,"PlayCount":2},{"Id":3,"Info":null,"Title":"Pong","Content":"/js/
    pong.js","Author":null,"DateAdded":null,"Description":"Pong Description","HowTo":null,"Thumbnail":"/images/pong.jpg","LeaderBoard":null,"PlayCount":4}]
```