

Player Market

Tech stack - tools and framework / technology

1. Java 8
2. Spring Boot
3. H2 in memory database
4. Swagger IO
5. Mockito

Approach:

Application is built using microservices architecture using springboot.

Three main services are created namely Team ,Player and Player Team mapping.

CRUD operations for team and player , teamplayer mapping is created.

Assumptions:

1. Player's age is assumed to be in years.
2. Currency is taken as a team attribute as a 3 character string ex:INR, GBP etc