EAD CA 3 Report

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GitHub repo: <https://github.com/lukemorgan98/EADCA3>

Azure Repo: <https://gcstorageacc2.z16.web.core.windows.net/>

**Description of Project**

The project displays the league table for the Premier League (PL), Serie A, Primera Liga (La Liga), Championship (ELC), Ligue 1 (FL1), Primera Division (PD), Eredivisie (DED), Bundesliga (BL1), UFEA Champions League (CL), Campeonato Brasileiro Serie A (BSA), Copa Libertadores (CLI). I wanted to display all the leagues that were available to me on the API also I thought it would be fun for people to see lesser-known leagues like Brazil and Portugal than just the same leagues everyone already knows. I had the position, team name, games played, won, drawn, lost, goal for (how many goals the team scored), goal against (this is how many goals the team conceded) and points (a game won is 3 pts, a draw is 1pts, and a loss is 0pts). I knew the design of the tables as I am a sports fan anyway. All images are loaded through a SVG from football-data.org API however they don’t have some of the images for the Brazil league Brasileiro Serie A (BSA) but for the popular leagues they do.

**Deploy version control**

All I was able to use was GitHub to push code up as version control. The web page is deployed on Azure I had continues updates to GitHub during the development of the CA I am able to run on visual studio 2022 and this is the final version of the CA

**code quality/metrics**

I installed SonarLint for my project and I developed it throughout this CA however I did receive some issues with my code the error comes from my API Link for the league table saying that the URI should not be hardcoded however I am unsure if there is a way for it not to be hardcore in Blazer web assembly. I also used different razor pages for my code I put my converted json into the shared folder because I found it was too annoying manoeuvre from the top of the page to the bottom of the page. There was also an issue for when I copied the json to C# the commented-out part of the file fixes this issue by deleting it was called Root myDeserializedClass comment it was easy to get rid of the issue.

**Description of Testing Performed**

I used xUnit testing for my unit testing for the project this was to test my Json which calls the API however I was unable to get the testing to work correctly for the league to see if the API has been called more than 10 times so I commented the issue out so that I could get the web page to work.

