# Namespace Nba.Core

# Classes

MongoDbSettings

**NbaService** 

<u>Teams</u>

# **Interfaces**

<u>IDbSettings</u>

# **Interface IDbSettings**

```
Namespace: <a href="Nba.Core">Nba.Core</a>
Assembly: Nba.Core.dll

<a href="public interface IDbSettings">public interface IDbSettings</a>
```

# **Properties**

# Collection

```
string Collection { get; set; }

Property Value

string♂
```

# ConnectionString

```
string ConnectionString { get; set; }

Property Value

string♂
```

## Database

```
string Database { get; set; }

Property Value

string

**Tring**

**Tring**
```

# Class MongoDbSettings

```
Namespace: Nba.Core
Assembly: Nba.Core.dll

public class MongoDbSettings : IDbSettings

Inheritance
object ← MongoDbSettings

Implements
IDbSettings
```

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$ 

# **Properties**

## Collection

```
public string Collection { get; set; }
Property Value
string♂
```

## ConnectionString

```
public string ConnectionString { get; set; }
Property Value
string♂
```

# Database

```
public string Database { get; set; }
Property Value
string
```

# Class NbaService

Namespace: Nba.Core
Assembly: Nba.Core.dll

public class NbaService

#### **Inheritance**

<u>object</u> 

✓ NbaService

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> <u>object.GetType()</u> <u>object.MemberwiseClone()</u> <u>object.ReferenceEquals(object, object)</u> <u>object.ToString()</u> <u>object.ToString() object.ToString() object.ToStrin</u>

## **Constructors**

NbaService(IDbSettings)

public NbaService(IDbSettings settings)

**Parameters** 

settings <a href="IDbSettings">IDbSettings</a>

## **Methods**

Create(Teams)

public Teams Create(Teams team)

**Parameters** 

team Teams

Returns

# Delete(string)

```
public long Delete(string id)
```

**Parameters** 

id <u>string</u>♂

Returns

<u>long</u> ♂

# GetAll()

```
public List<Teams> GetAll()
```

Returns

<u>List</u> d < <u>Teams</u> >

# GetSingle(string)

```
public Teams GetSingle(string id)
```

**Parameters** 

Returns

**Teams** 

# Update(string, Teams)

```
public long Update(string id, Teams currentInfo)
```

Parameters

 $id \ \underline{string} \, \underline{\square}$ 

currentInfo <u>Teams</u>

Returns

<u>long</u> ☑

# **Class Teams**

```
Namespace: Nba.Core
Assembly: Nba.Core.dll
public class Teams
Inheritance
```

#### **Inherited Members**

<u>object</u> 

✓ Teams

# **Properties**

## Abbreviation

```
[BsonElement("abbreviation")]
public string Abbreviation { get; set; }

Property Value
string
```

#### Id

<u>string</u> ☑

```
[BsonId]
[BsonRepresentation(BsonType.ObjectId)]
public string Id { get; set; }

Property Value
```

## Location

```
[BsonElement("location")]
public string Location { get; set; }

Property Value
string
```

# SimpleName

```
[BsonElement("simpleName")]
public string SimpleName { get; set; }

Property Value
string
```

## TeamId

```
[BsonElement("teamId")]
public long TeamId { get; set; }

Property Value
```

## **TeamName**

```
[BsonElement("teamName")]
public string TeamName { get; set; }

Property Value
string
```

# Namespace Nba.WebApi

# Classes

<u>Program</u>

<u>Startup</u>

# **Class Program**

**Parameters** 

args string [ ]

```
Namespace: Nba.WebApi
Assembly: Nba.WebApi.dll
 public class Program
Inheritance
<u>object</u>  

✓ Program
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Methods
CreateHostBuilder(string[])
 public static IHostBuilder CreateHostBuilder(string[] args)
Parameters
args <u>string</u> []
Returns
Main(string[])
 public static void Main(string[] args)
```

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# **Class Startup**

```
Namespace: <u>Nba.WebApi</u>
Assembly: Nba.WebApi.dll
```

```
public class Startup
```

#### **Inheritance**

<u>object</u> 

✓ Startup

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$ 

## **Constructors**

# Startup(IConfiguration)

```
public Startup(IConfiguration configuration)
```

**Parameters** 

configuration <u>IConfiguration</u> ☑

# **Properties**

# Configuration

```
public IConfiguration Configuration { get; }
```

Property Value

# **Methods**

# Configure(IApplicationBuilder, IWebHostEnvironment)

public void Configure(IApplicationBuilder app, IWebHostEnvironment env)

## **Parameters**

app <u>IApplicationBuilder</u> ☑

env <u>IWebHostEnvironment</u>

☑

# ConfigureServices(IServiceCollection)

public void ConfigureServices(IServiceCollection services)

#### **Parameters**

services <u>IServiceCollection</u> ☑

# Namespace Nba.WebApi.Controllers Classes

<u>TeamsController</u>

## Class TeamsController

```
Namespace: Nba.WebApi.Controllers
Assembly: Nba.WebApi.dll
     [Route("Nba/api/[controller]")]
     [ApiController]
     public class TeamsController : ControllerBase
Inheritance
Inherited Members
ControllerBase.StatusCode(int) □ , ControllerBase.StatusCode(int, object) □ ,
ControllerBase.Content(string) ☑, ControllerBase.Content(string, string) ☑,
ControllerBase.Content(string, string, Encoding) ≥ ,
ControllerBase.Content(string, MediaTypeHeaderValue)  
☐ , ControllerBase.NoContent()  
☐ ,
ControllerBase.Ok() degree , ControllerBase.Ok(object) degree , ControllerBase.Redirect(string) degree ,
ControllerBase.RedirectPermanent(string) ☑, ControllerBase.RedirectPreserveMethod(string) ☑,
ControllerBase.RedirectPermanentPreserveMethod(string) , ControllerBase.LocalRedirect(string) ,
ControllerBase.LocalRedirectPermanent(string) \( \text{\text{\controllerBase}} \) , ControllerBase.LocalRedirectPreserveMethod(string) \( \text{\text{\controllerBase}} \) ,
\underline{ControllerBase.LocalRedirectPermanentPreserveMethod(string)} \square \ , \ \underline{ControllerBase.RedirectToAction()} \square \ , \ \underline{ControllerBase.RedirectDoAction()} \square \ , \ \underline{ControllerBase.RedirectDoAction()} \square \ , \ \underline{ControllerBase.RedirectDoAction()} \square \ , \ \underline{ControllerBase.Red \ } \square \ , \ \underline{Con
ControllerBase.RedirectToAction(string) ☑, ControllerBase.RedirectToAction(string, object) ☑,
ControllerBase.RedirectToAction(string, string) □ ,
ControllerBase.RedirectToAction(string, string, object) <a>□</a>,
<u>ControllerBase.RedirectToAction(string, string, string)</u> □,
ControllerBase.RedirectToAction(string, string, object, string) □,
ControllerBase.RedirectToActionPreserveMethod(string, string, object, string) ♂,
ControllerBase.RedirectToActionPermanent(string) □ ,
ControllerBase.RedirectToActionPermanent(string, object) □,
ControllerBase.RedirectToActionPermanent(string, string) □,
ControllerBase.RedirectToActionPermanent(string, string, string) □,
<u>ControllerBase.RedirectToActionPermanent(string, string, object)</u> ✓ ,
ControllerBase.RedirectToActionPermanent(string, string, object, string) ,
ControllerBase.RedirectToActionPermanentPreserveMethod(string, string, object, string) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.RedirectToRoute(string) □ , ControllerBase.RedirectToRoute(object) □ ,
ControllerBase.RedirectToRoute(string, object, string) □,
ControllerBase.RedirectToRoutePreserveMethod(string, object, string) ☑,
```

```
ControllerBase.RedirectToRoutePermanent(object) ♂,
ControllerBase.RedirectToRoutePermanent(string, object) □,
<u>ControllerBase.RedirectToRoutePermanent(string, string)</u> □,
<u>ControllerBase.RedirectToRoutePermanent(string, object, string)</u> ✓,
ControllerBase.RedirectToRoutePermanentPreserveMethod(string, object, string) ,
ControllerBase.RedirectToPage(string) □ , ControllerBase.RedirectToPage(string, object) □ ,
ControllerBase.RedirectToPage(string, string) □ , ControllerBase.RedirectToPage(string, string, object) □ ,
ControllerBase.RedirectToPage(string, string, string) ≥ ,
ControllerBase.RedirectToPage(string, string, object, string) ☑,
ControllerBase.RedirectToPagePermanent(string) □ ,
<u>ControllerBase.RedirectToPagePermanent(string, object)</u> □,
ControllerBase.RedirectToPagePermanent(string, string) □,
<u>ControllerBase.RedirectToPagePermanent(string, string, string)</u> ✓,
ControllerBase.RedirectToPagePermanent(string, string, object, string) ♂,
ControllerBase.RedirectToPagePreserveMethod(string, string, object, string) ♂,
ControllerBase.RedirectToPagePermanentPreserveMethod(string, string, object, string) ,
ControllerBase.File(byte[], string) □ , ControllerBase.File(byte[], string, bool) □ ,
ControllerBase.File(byte[], string, string) □ , ControllerBase.File(byte[], string, string, bool) □ ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(byte[], string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.File(byte[], string, string, DateTimeOffset?, EntityTagHeaderValue, bool) do ,
ControllerBase.File(Stream, string) □, ControllerBase.File(Stream, string, bool) □,
ControllerBase.File(Stream, string, string) □ , ControllerBase.File(Stream, string, bool) □ ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(Stream, string, DateTimeOffset?, EntityTagHeaderValue, bool) ...,
ControllerBase.File(Stream, string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(string, string) □ , ControllerBase.File(string, string, bool) □ ,
ControllerBase.File(string, string, string) □, ControllerBase.File(string, string, string, bool) □,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ☑,
ControllerBase.File(string, string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.File(string, string, bool) , to the ControllerBase.File(string, string, bool) , to the ControllerBase.File(string, string, bool) , to the ControllerBase.File(string, string, bool) , the ControllerBase.File(string, string, string, bool) , the ControllerBase.File(string, string, s
ControllerBase.PhysicalFile(string, string) dollar , ControllerBase.PhysicalFile(string, string, bool) dollar ,
ControllerBase.PhysicalFile(string, string, string) □ ,
<u>ControllerBase.PhysicalFile(string, string, string, bool)</u> ✓,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue) ,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ...,
```

<u>ControllerBase.RedirectToRoutePermanent(string)</u> □ ,

```
<u>ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue)</u> ✓,
ControllerBase.PhysicalFile(string, string, DateTimeOffset?, EntityTagHeaderValue, bool) ,
ControllerBase.Unauthorized() □ , ControllerBase.Unauthorized(object) □ , ControllerBase.NotFound() □ ,
ControllerBase.NotFound(object) □ , ControllerBase.BadRequest() □ ,
ControllerBase.BadRequest(object) , ControllerBase.BadRequest(ModelStateDictionary) ,
ControllerBase.UnprocessableEntity() □ , ControllerBase.UnprocessableEntity(object) □ ,
ControllerBase.UnprocessableEntity(ModelStateDictionary) ☑, ControllerBase.Conflict() ☑,
ControllerBase.Conflict(object) □ , ControllerBase.Conflict(ModelStateDictionary) □ ,
ControllerBase.Problem(string, string, int?, string, string) □,
ControllerBase.ValidationProblem(ValidationProblemDetails) ,
ControllerBase.ValidationProblem(ModelStateDictionary) □ , ControllerBase.ValidationProblem() □ ,
ControllerBase. Validation Problem (string, string, int?, string, string, ModelStateDictionary) ...,
ControllerBase.Created() □ , ControllerBase.Created(string, object) □ ,
ControllerBase.Created(Uri, object) <a>r/>
</a> , <a>ControllerBase.CreatedAtAction(string, object) </a> , <a>r/>
</a> , <a>r</a> , <a>controllerBase.CreatedAtAction(string, object) </a> , <a>r</a> , <a>r</a> , <a>controllerBase.CreatedAtAction(string, object) <a>r</a> , <a
ControllerBase.CreatedAtAction(string, object, object) ♂,
ControllerBase.CreatedAtAction(string, string, object, object) ♂,
ControllerBase.CreatedAtRoute(string, object) ≥ , ControllerBase.CreatedAtRoute(object, object) ≥ ,
ControllerBase.CreatedAtRoute(string, object, object) ♂, ControllerBase.Accepted() ♂,
ControllerBase.Accepted(object) ♂, ControllerBase.Accepted(Uri) ♂, ControllerBase.Accepted(string) ♂,
ControllerBase.Accepted(string, object) , ControllerBase.Accepted(Uri, object) ,
ControllerBase.AcceptedAtAction(string) , ControllerBase.AcceptedAtAction(string, string) ,
ControllerBase.AcceptedAtAction(string, object) □ ,
ControllerBase.AcceptedAtAction(string, object, object) ♂,
ControllerBase.AcceptedAtAction(string, string, object, object) ✓,
ControllerBase.AcceptedAtRoute(object) □ , ControllerBase.AcceptedAtRoute(string) □ ,
ControllerBase.AcceptedAtRoute(string, object) 

✓ , ControllerBase.AcceptedAtRoute(object, object) 

✓ ,
ControllerBase.AcceptedAtRoute(string, object, object) □, ControllerBase.Challenge() □,
<u>ControllerBase.Challenge(params string[])</u> do , <u>ControllerBase.Challenge(AuthenticationProperties)</u> do ,
ControllerBase.Challenge(AuthenticationProperties, params string[]) . ControllerBase.Forbid() . ,
ControllerBase.Forbid(params string[]) , ControllerBase.Forbid(AuthenticationProperties) ,
ControllerBase.Forbid(AuthenticationProperties, params string[]) \( \text{\text{\text{\text{o}}}} \) ,
ControllerBase.SignIn(ClaimsPrincipal) ☑, ControllerBase.SignIn(ClaimsPrincipal, string) ☑,
ControllerBase.SignIn(ClaimsPrincipal, AuthenticationProperties, string) , ControllerBase.SignOut() ,
ControllerBase.SignOut(AuthenticationProperties) , ControllerBase.SignOut(params string[]) ,
ControllerBase.SignOut(AuthenticationProperties, params string[]) □ ,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string) □,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider) ,
```

```
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, params Expression<Func<TModel, tring, params Expression<Func<TModel)</u>
object>>[])♂,
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, Func<ModelMetadata, bool>) ,
<u>ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, params</u>
ControllerBase.TryUpdateModelAsync<TModel>(TModel, string, IValueProvider, Func<ModelMetadata,
bool>)♂,
ControllerBase.TryUpdateModelAsync(object, Type, string) ♂,
ControllerBase.TryUpdateModelAsync(object, Type, string, IValueProvider, Func<ModelMetadata, bool>)
♂,
ControllerBase.TryValidateModel(object, string) □, ControllerBase.TryValidateModel(object, string) □,
ControllerBase.HttpContext☑, ControllerBase.Request☑, ControllerBase.Response☑,
ControllerBase.RouteData ☑, ControllerBase.ModelState ☑, ControllerBase.ControllerContext ☑,
ControllerBase.MetadataProvider ☑, ControllerBase.ModelBinderFactory ☑, ControllerBase.Url ☑,
<u>ControllerBase.ObjectValidator</u> ✓, <u>ControllerBase.ProblemDetailsFactory</u> ✓, <u>ControllerBase.User</u> ✓,
object.GetHashCode() ☑ , object.GetType() ☑ , object.MemberwiseClone() ☑ ,
```

#### **Constructors**

# TeamsController(IDbSettings)

```
public TeamsController(IDbSettings settings)
```

**Parameters** 

settings <u>IDbSettings</u>

## **Methods**

## Create(Teams)

Yeni takım oluşturur.

```
[HttpPost]
public ActionResult<Teams> Create(Teams team)
```

#### **Parameters**

```
team Teams
```

Yeni bir takım nesnesi

Returns

<u>ActionResult</u> < <u>Teams</u> >

# Delete(string)

Verilen id değerindeki kaydı siler.

```
[HttpDelete("{id:length(24)}")]
public IActionResult Delete(string id)
```

#### **Parameters**

Takımın id değeri

Returns

Kayıt yoksa <u>NotFoundResult</u> döner. Başarılıysa <u>OkResult</u> döner.

# Get()

Bütün kayıtları getirir.

```
[HttpGet]
public ActionResult<List<Teams>> Get()
```

#### Returns

<u>ActionResult</u> ♂ < <u>List</u> ♂ < <u>Teams</u> > >

Teams tipinde bir takım listesini döner.

# Get(string)

Verilen id değerindeki kaydı getirir.

```
[HttpGet("{id:length(24)}")]
public ActionResult<Teams> Get(string id)
```

#### **Parameters**

```
id <u>string</u>♂
```

Takımın id değeri

#### Returns

<u>ActionResult</u> < <u>Teams</u> >

Teams tipinde takım döner.

# Update(string, Teams)

Verilen id değerindeki kaydı günceller.

```
[HttpPut("{id:length(24)}")]
public ActionResult Update(string id, Teams currentTeam)
```

#### Parameters

```
id <u>string</u>♂
```

Takımın id değeri

currentTeam <u>Teams</u>

Güncellenecek kayıt

Returns

## 

Kayıt yoksa <u>NotFoundResult</u> döner. Başarılıysa <u>OkResult</u> döner.