```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6  using DAL.apiClases;
 7  using DAL;
 8  using System.Web.UI.WebControls;
 9
10  namespace DAL
11  {
12      public static class GlobalFunctions
13      {
14          public static string createCard(Card player, clubColour clr, Element els)
15          {
16              //create card
17              string card = "<div class='card'>";
18              card += "<div class='card__inner'>";
19
20
21
22              //front
23              card += "<div class='card__face card__face--front' style='background-
                  color:" + clr.mcolour + "'>";
24
25              //create Rating text
26              card += "<div class='rating'><p>" + player.rating + "</p></div>";
27
28              //add gradient
29              card += "<div class='gradient' style='background: linear-gradient
                  (0deg, " + clr.mcolour + " 0%, " + clr.mcolour + "CC 60%," +
                  clr.mcolour + "00 100%);'></div>";
30
31              //add player img
32              card += "<img class='player' src='" + player.img + "'>";
33
34              //add badge
35              card += "<div class='badgecont'>";
36              card += "<img class='Cbadge' src='images/badges/" + player.club +
                  ".png'>";
37              card += "</div>";
38
39              //add name
40              card += "<div class='namecont'>";
41              string[] namesplit = player.name.Split(' ');
42              try { card += "<p class='fname'>" + namesplit[namesplit.Length - 2] +
                  "</p>"; } catch { card += "<p class='fname' style='visibility:
                  hidden;'>aa</p>"; }
43              card += "<p class='lname' style='color:" + clr.scolour + "'>" +
                  namesplit[namesplit.Length - 1] + "</p>";
44              card += "</div>";
45
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46
47              card += "</div>";
48
49
50          //back of card
51          card += "<div class='card__face card__face--back' style='background-   ⮐
               color:" + clr.mcolour + "'>";
52          card += "<div class='mins'><p style='color:" + clr.scolour +          ⮐
               "'>Minutes: " + els.minutes + "</p></div>";
53          if (player.pos != "Goalkeeper")
54          {
55              card += "<div class='goals'><p style='color:" + clr.scolour +      ⮐
                   "'>Goals scored: " + els.goals_scored + "</p></div>";
56              card += "<div class='assits'><p style='color:" + clr.scolour +     ⮐
                   "'>Assits: " + els.assists + "</p></div>";
57
58          }
59          else
60          {
61              card += "<div class='saves'><p style='color:" + clr.scolour +      ⮐
                   "'>saves: " + els.saves + "</p></div>";
62              card += "<div class='cleansheet'><p style='color:" + clr.scolour   ⮐
                   + "'>clean sheet: " + els.clean_sheets + "</p></div>";
63              card += "<div class='yellow'><p style='color:" + clr.scolour +     ⮐
                   "'>yellow cards: " + els.yellow_cards + "</p></div>";
64              card += "<div class='red'><p style='color:" + clr.scolour +        ⮐
                   "'>red cards: " + els.red_cards + "</p></div>";
65          }
66          card += "</div>";
67
68
69          //end
70          card += "</div>";
71          card += "</div>";
72
73
74
75          return card;
76      }
77      public static string createClubPrec(string[] a, int curnum, clubColour    ⮐
           clr)
78      {
79
80          string stylecalc = "stroke-dashoffset:calc(440 - (440 * "+ (100 *      ⮐
               curnum)/ Convert.ToInt32(a[1]) + ") / 100); stroke:"+clr.mcolour;
81
82
83          string club = "<div class='precent'>";
84          club += "<svg>";
85          club += "<circle style='"+stylecalc+"' cx='70' cy='70' r='70'></      ⮐
               circle>";
86          club += "<circle style='" + stylecalc + "' cx='70' cy='70' r='70'></   ⮐
```

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            circle>";
87          club += "</svg>";
88          club += "<div class='clubbdg'>";
89          club+= "<img src='images/badges/" + a[0] + ".png'>";
90          club += "</div>";
91          club += "</div>";
92          club += "<h2>"+ (100 * curnum) / Convert.ToInt32(a[1]) + "%</h2>";
93
94
95          return club;
96      }
97      public static string CreateGame(Root game, Dictionary<int,string> clubs)
98      {
99          //creating vairables
100         string homeT = clubs[game.team_h];
101         string awayT = clubs[game.team_a];
102
103         DateTime time = game.kickoff_time ?? DateTime.Now.AddYears
            (-19999999);
104
105         int? homeS = 0;
106         if (game.team_h_score != null)
107             homeS = game.team_h_score;
108         int? awayS = 0;
109         if (game.team_a_score != null)
110             awayS = game.team_a_score;
111
112
113
114         //create fixture
115         string fixture = "<div class='row'>";
116
117         fixture += "<div class='col - sm'>";
118         fixture += "<img src='images/badges/" + homeT + ".png'>";
119         fixture += "</div>";
120
121         fixture += "<div class='col - sm'>";
122         fixture += "<div class='row'>";
123         fixture += "<div class='col - sm'>";
124         fixture += "<p>"+ homeT + "</p>";
125         fixture += "</div>";
126         fixture += "<div class='col - sm'>";
127         if (game.started == true)
128         {
129             fixture += "<p> (" + homeS + " - " + awayS + ") </p>";
130         }
131         else
132         {
133             fixture += "<p> "+ time.ToString("dddd, dd MMMM h:mm tt") +" </
                p>";
134             fixture+= "<asp:Button runat='server' class='btn btn-primary'
                id='" + game.id + "' Text='bet' OnClick='bet_click' />";
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135              }
136              fixture += "</div>";
137              fixture += "<div class='col - sm'>";
138              fixture += "<p>" + awayT + "</p>";
139              fixture += "</div>";
140              fixture += "</div>";
141              fixture += "</div>";
142
143              fixture += "<div class='col - sm'>";
144              fixture += "<img src='images/badges/" + awayT + ".png'>";
145              fixture += "</div>";
146
147              fixture += "</div>";
148              return fixture;
149          }
150      }
151  }
152
```