

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace DAL
8 {
9     public class Bet
10    {
11        public string gameId { get; set; }
12        public string winner { get; set; }
13        public string score { get; set; }
14        public string scorer { get; set; }
15        public bool didClaim { get; set; }
16        public Bet(string gameId, string winner, string score, string scorer, int ➤
            didClaim)
17        {
18            this.gameId = gameId;
19            this.winner = winner;
20            this.score = score;
21            this.scorer = scorer;
22            if (didClaim == 0)
23                this.didClaim = false;
24            else
25                this.didClaim = true;
26        }
27    }
28 }
29 }
30 }
```