

```
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 prediction
10    {
11        public int gameID { get; set; }
12        public int hteam { get; set; }
13        public int ateam { get; set; }
14
15        public int hwin { get; set; }
16        public int draw { get; set; }
17        public int awin { get; set; }
18
19        public prediction(int gameID ,int hteam, int ateam)
20        {
21            this.gameID = gameID;
22            this.hteam = hteam;
23            this.ateam = ateam;
24        }
25    }
26 }
27
```