

```
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.apiClasses
8 {
9     public class Event
10    {
11        public int? id { get; set; }
12        public string name { get; set; }
13        public DateTime? deadline_time { get; set; }
14        public int? average_entry_score { get; set; }
15        public bool? finished { get; set; }
16        public bool? data_checked { get; set; }
17        public object highest_scoring_entry { get; set; }
18        public int? deadline_time_epoch { get; set; }
19        public int? deadline_time_game_offset { get; set; }
20        public object highest_score { get; set; }
21        public bool? is_previous { get; set; }
22        public bool? is_current { get; set; }
23        public bool? is_next { get; set; }
24        public List<object> chip_plays { get; set; }
25        public object most_selected { get; set; }
26        public object most_transferred_in { get; set; }
27        public object top_element { get; set; }
28        public object top_element_info { get; set; }
29        public int? transfers_made { get; set; }
30        public object most_captained { get; set; }
31        public object most_vice_captained { get; set; }
32    }
33
34    public class GameSettings
35    {
36    }
37
38    public class BooStat
39    {
40        public List<Event> events { get; set; }
41        public GameSettings game_settings { get; set; }
42        public List<object> phases { get; set; }
43        public List<object> teams { get; set; }
44        public int total_players { get; set; }
45        public List<Element> elements { get; set; }
46        public List<object> element_stats { get; set; }
47        public List<object> element_types { get; set; }
48    }
49    public class Element
50    {
51        public int id { get; set; }
52        public int clean_sheets { get; set; }
```

```
53     public int assists { get; set; }
54     public int goals_scored { get; set; }
55     public int minutes { get; set; }
56     public int saves { get; set; }
57     public int red_cards { get; set; }
58     public int yellow_cards { get; set; }
59
60 }
61
62
63 }
64
```