

```
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 A
10    {
11        public int value { get; set; }
12        public int element { get; set; }
13    }
14
15    public class H
16    {
17        public int value { get; set; }
18        public int element { get; set; }
19    }
20
21    public class Stat
22    {
23        public string identifier { get; set; }
24        public IList<A> a { get; set; }
25        public IList<H> h { get; set; }
26    }
27
28    public class Root
29    {
30        public int code { get; set; }
31        public int? @event { get; set; }
32        public bool finished { get; set; }
33        public bool finished_provisional { get; set; }
34        public int id { get; set; }
35        public DateTime? kickoff_time { get; set; }
36        public int minutes { get; set; }
37        public bool provisional_start_time { get; set; }
38        public bool? started { get; set; }
39        public int team_a { get; set; }
40        public int? team_a_score { get; set; }
41        public int team_h { get; set; }
42        public int? team_h_score { get; set; }
43        public IList<Stat> stats { get; set; }
44        public int team_h_difficulty { get; set; }
45        public int team_a_difficulty { get; set; }
46        public int pulse_id { get; set; }
47    }
48    public class Root2
49    {
50        public List<Event2> events { get; set; }
51    }
52    public class Event2
```

```
53     {
54         public int id { get; set; }
55         public string name { get; set; }
56         public DateTime deadline_time { get; set; }
57         public int average_entry_score { get; set; }
58         public bool finished { get; set; }
59         public bool data_checked { get; set; }
60         public int? highest_scoring_entry { get; set; }
61         public int deadline_time_epoch { get; set; }
62         public int deadline_time_game_offset { get; set; }
63         public int? highest_score { get; set; }
64         public bool is_previous { get; set; }
65         public bool is_current { get; set; }
66         public bool is_next { get; set; }
67         public int? most_selected { get; set; }
68         public int? most_transferred_in { get; set; }
69         public int? top_element { get; set; }
70         public int transfers_made { get; set; }
71         public int? most_captained { get; set; }
72         public int? most_vice_captained { get; set; }
73     }
74 }
75
```