

1. .NET Core-Unit test

In this challenge your task is to write unit test cases for the .NET Core application provided.

The application is a Rest based Web API Application for a Football Tournament Usecase.

Write unit test cases to get 100% coverage of the following classes.

- TeamsController.cs
- PlayersController.cs
- AdminController.cs
- MappingController.cs
- Admin.cs
- Players.cs
- Mappings.cs
- Teams.cs

Steps to do Handson

1. Run the application either using **dotnet run** command or click on **project->run** button. Do not make any changes to the application
2. To test the testcases please click on **RunTests** button and user can see the coverage report and the number of testcases passing
3. Evreytime user wants to test, user should restart the application by clicking on **run** button
4. Scoring is based on the coverage recorded

Software Instructions

This question requires **.NET Core 3.0**. If you don't have these installed on your local environment already, follow the instructions below to install them before you being the test.

- [Install .NET Core 3](#)

Git Instructions

Use the following commands to work with this project

Run

```
cd FootballTournament && fuser -k 8001/tcp && dotnet run
```

Test

```
cd FootballUnit.Tests && dotnet build && dotnet test /p:CollectCoverage=true  
/p:CoverletOutputFormat=cobertura /p:Exclude="[xunit*]\*" /p:CoverletOutput="."/
```

Install

```
cd FootballTournament && dotnet build && cd ../FootballUnit.Tests && dotnet build
```