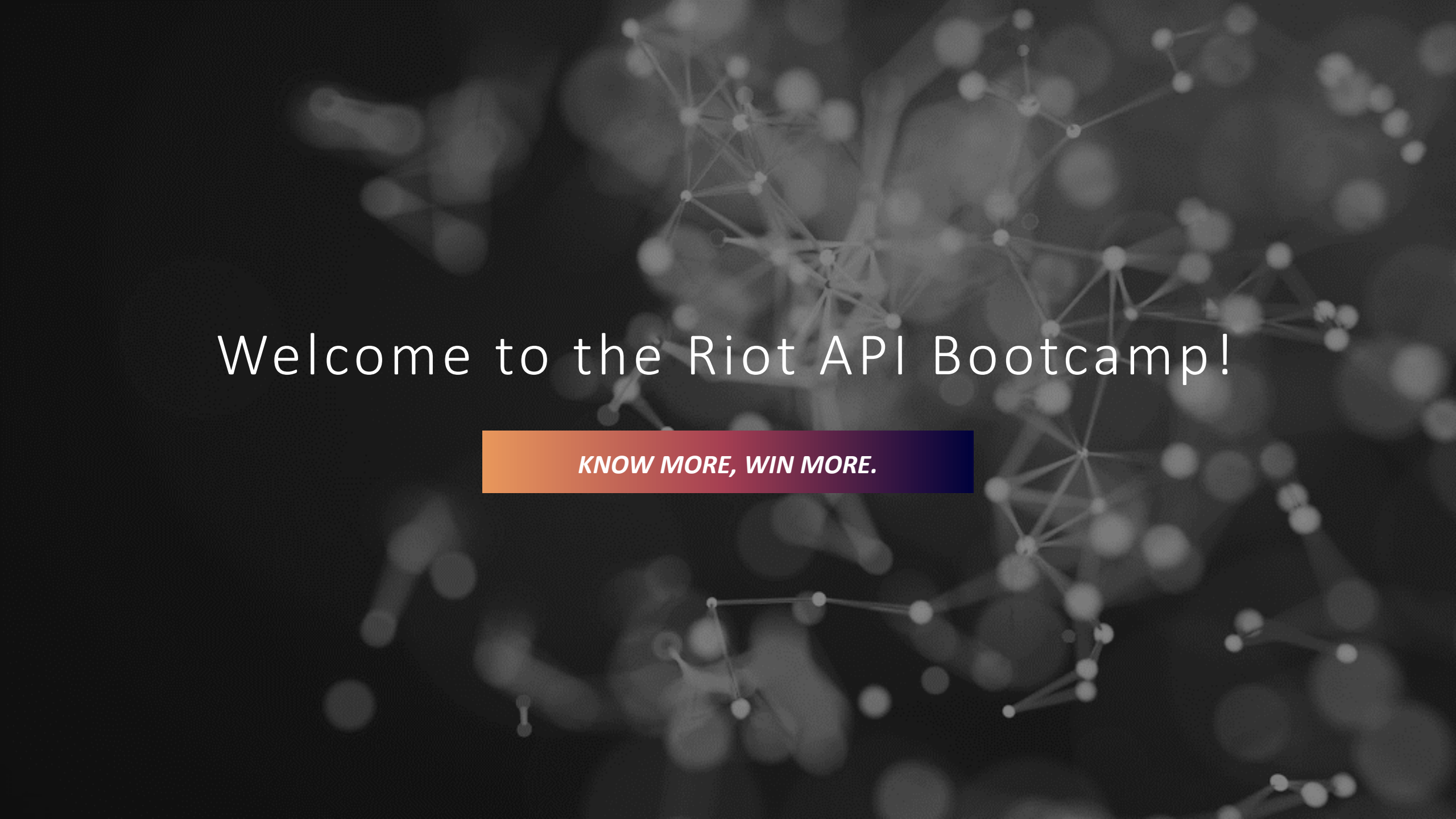
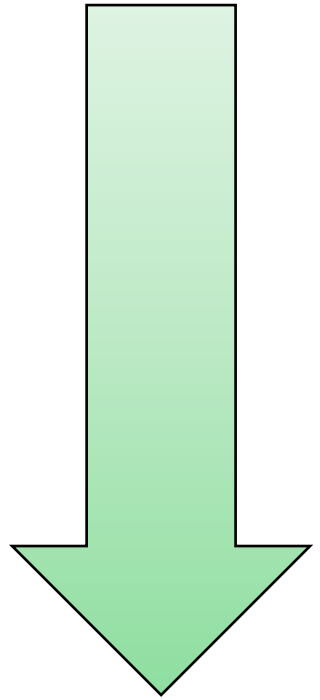

Welcome to the Riot API Bootcamp!
KNOW MORE, WIN MORE.

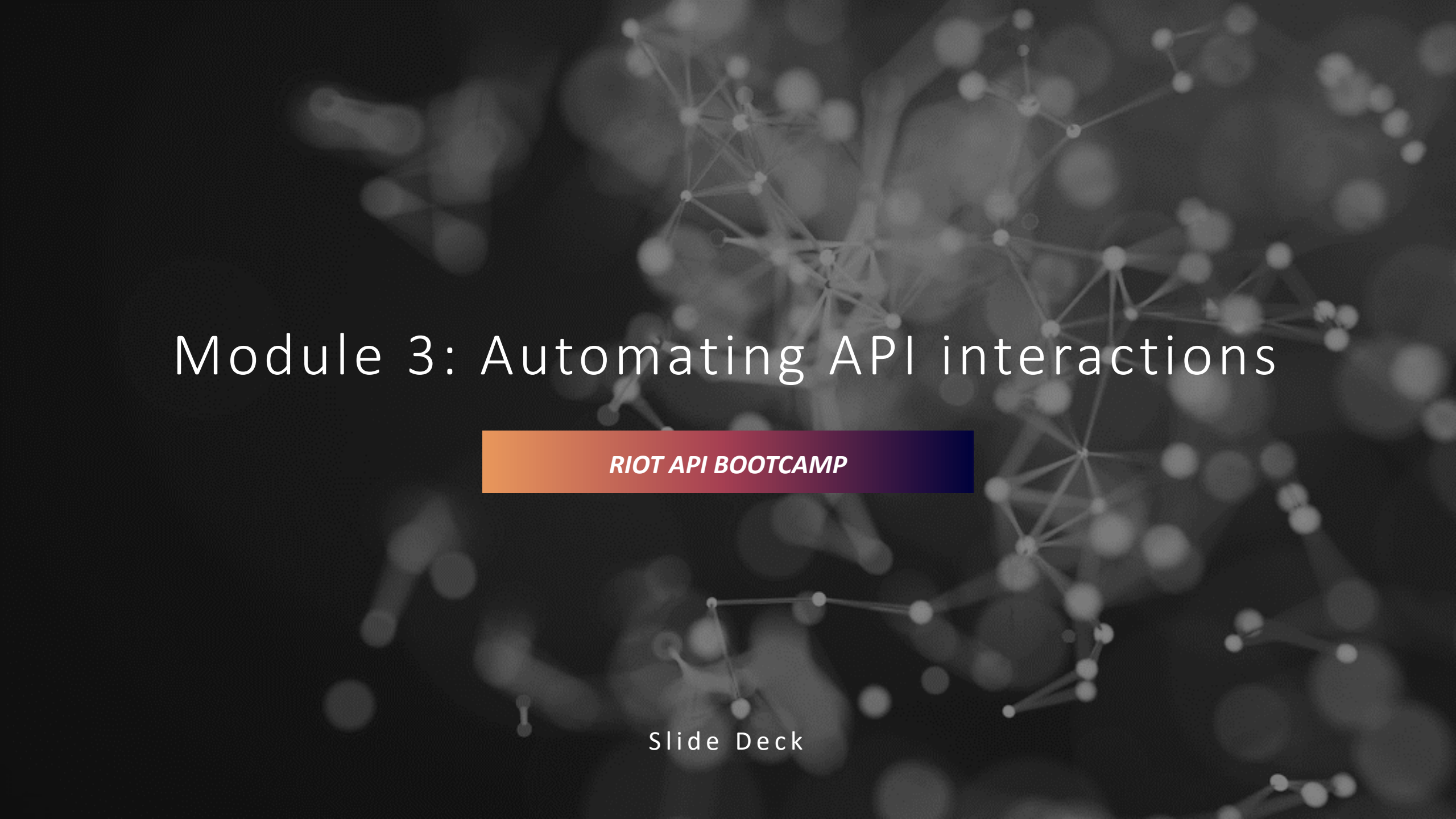
RIOT API BOOTCAMP SYLLABUS

1. **Basics (Python, GitHub, Notepad++)**
    1. Resources to get started
    2. Setting up an environment
    3. Downloading GitHub repos
    4. JSON explanation & Notepad++ example
    5. *Project: read csv file, convert to data frame, create graphs*
2. **Riot API introduction**
    1. What is an API?
    2. Getting access & Registering your App
    3. What end points are there/what data is available?
    4. Explanation of puuid/account name
    5. *Project: make an API call on the website & download the data*
3. **Automating API interactions**
    1. Introduction to libraries (Cassiopeia, Riot Watcher)
    2. Getting help (documentation, Discord)
    3. *Project: automate an API call using a library*
4. **Single Endpoint Data**
    1. Use case explanation (e.g., in-depth match analysis, leaderboards)
    2. Code example- getting challenger leaderboard
    3. *Project: request last 25 games for an account and determine the most common champion(s)*
5. **Large Scale Data Collection**
    1. Use case explanation (e.g., match history of top 50 players)
    2. Setting up a process pipeline
    3. Comparing 1 file approach vs. functions across files approach
    4. *Project: determine number of roles (TOP, MID, etc) on the challenger ladder using the last 5 games*

5 Modules covering core topics

Project at the end of each





Module 3: Automating API interactions

RIOT API BOOTCAMP

Slide Deck

MODULE 3: AUTOMATION

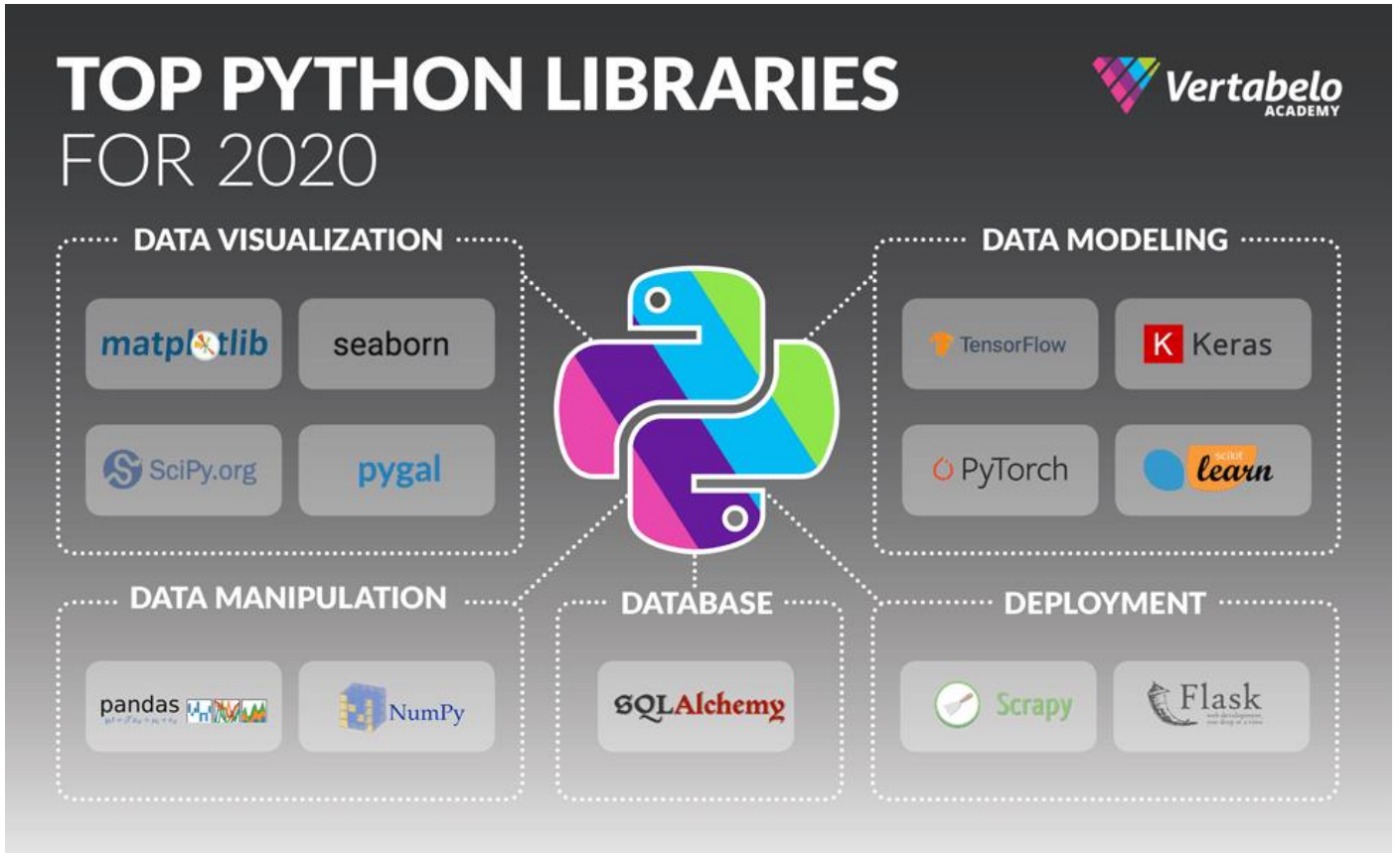
3. **Automating API interactions**
    1. Introduction to libraries (Cassiopeia, Riot Watcher)
    2. Getting help (documentation, Discord)
    3. *Project: automate an API call using a library*

LET'S DIVE IN

WHAT ARE PYTHON LIBRARIES?

- A library is a collection of books or is a room or place where many books are stored to be used later.
- Similarly, in the programming world, a library is a collection of precompiled codes that can be used later in a program for some specific well-defined operations.

- **Example:** *pandas* let us preform a bunch of operations on a dataset



LIBRARIES FOR THE RIOT API

- Thankfully, people have written libraries that allow us to automate Riot API interactions!
- Each programming language has its own version
- Simplifies complicated requests into short code bits

Getting champion mastery with the *Cassiopeia* library

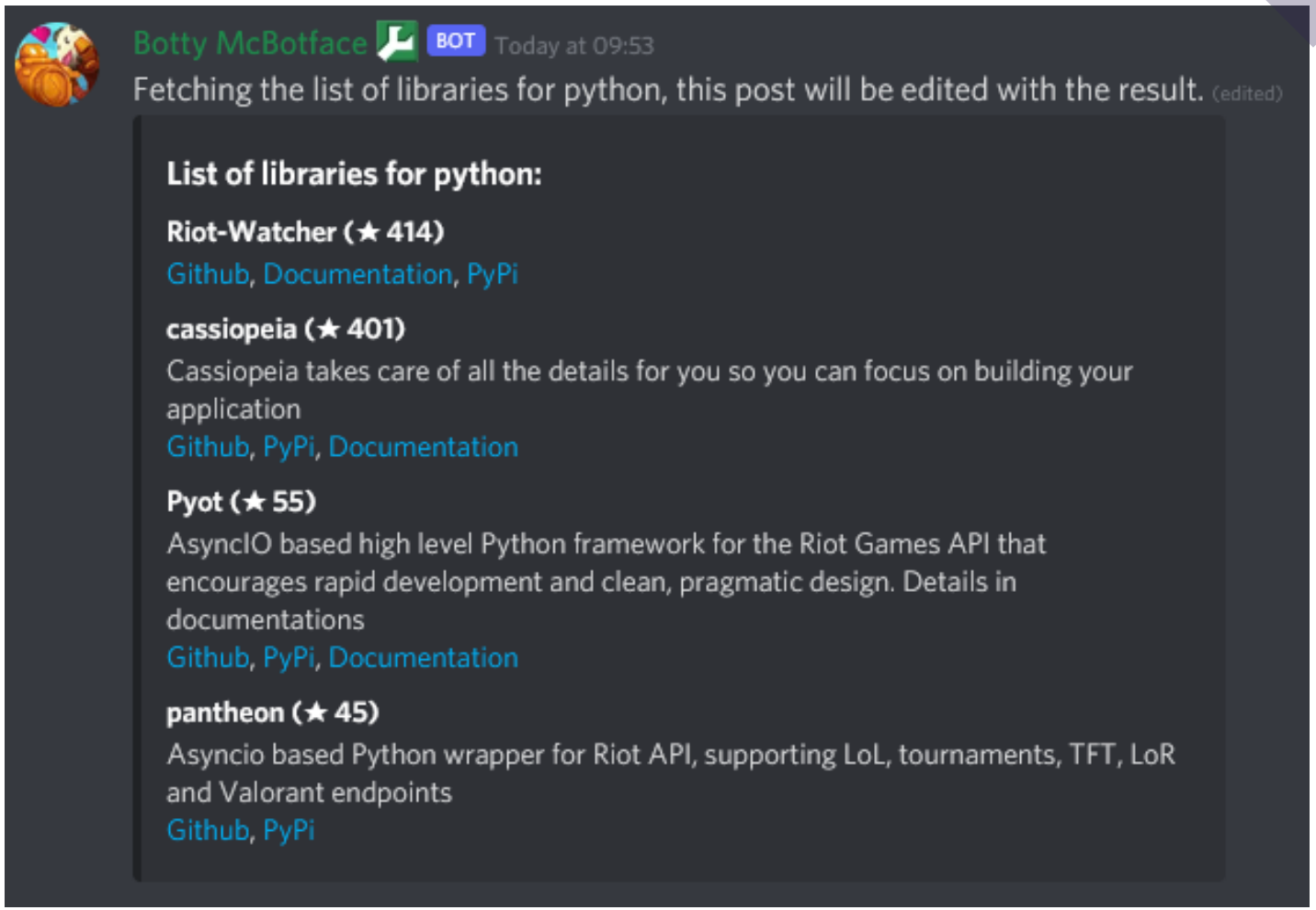
```
kalturi = Summoner(name="Kalturi")
good_with = kalturi.champion_masteries.filter(lambda cm: cm.level >= 6)
print([cm.champion.name for cm in good_with])

# At the time of writing this, this prints:
["Vel'Koz", 'Blitzcrank', 'Braum', 'Lulu', 'Sejuani']
```

Checking competitive match rank with *Riot Watch* library

```
me = lol_watcher.summoner.by_name(my_region, 'pseudonym117')
print(me)

# all objects are returned (by default) as a dict
# lets see if i got diamond yet (i probably didnt)
my_ranked_stats = lol_watcher.league.by_summoner(my_region, me['id'])
print(my_ranked_stats)

# First we get the latest version of the game from data dragon
versions = lol_watcher.data_dragon.versions_for_region(my_region)
champions_version = versions['n']['champion']

# Lets get some champions
current_champ_list = lol_watcher.data_dragon.champions(champions_version)
print(current_champ_list)
```

POPULAR RIOT API PYTHON LIBRARIES

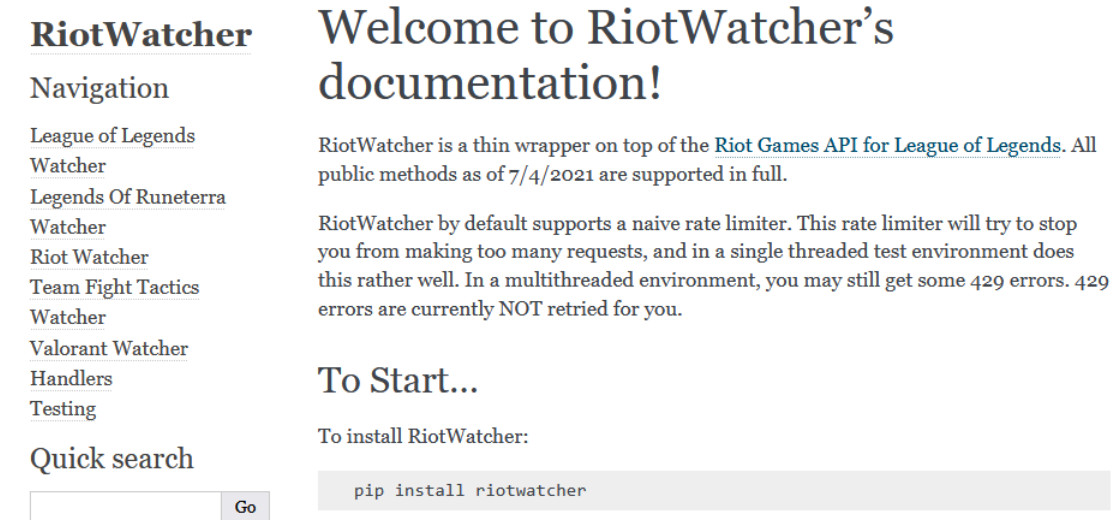
- *Riot Watcher*
  - Least buggy
  - Supports different Riot games
  - https://github.com/pseudonym117/Riot-Watcher
- *Cassiopeia*
  - Easiest to use
  - Web-based integrations
  - https://github.com/meraki-analytics/cassiopeia
- *Pyot*
  - AsyncIO based
  - Does not support DDragon
  - https://github.com/paaksing/Pyot
- *Pantheon*
  - Simpler Pyot
  - Supports most endpoints
  - https://github.com/Canisback/pantheon



WHERE TO GET HELP

- Each library has its own documentation explaining what different functions do
- The code documentation also has examples!

- Because the Riot API community is relatively small, searching the internet if you have a problem doesn't really help.
- Check out the Riot Games Developer discord server: https://discord.gg/riotgamesdevrel
- You can also reach out to me or others in the community if you have questions!

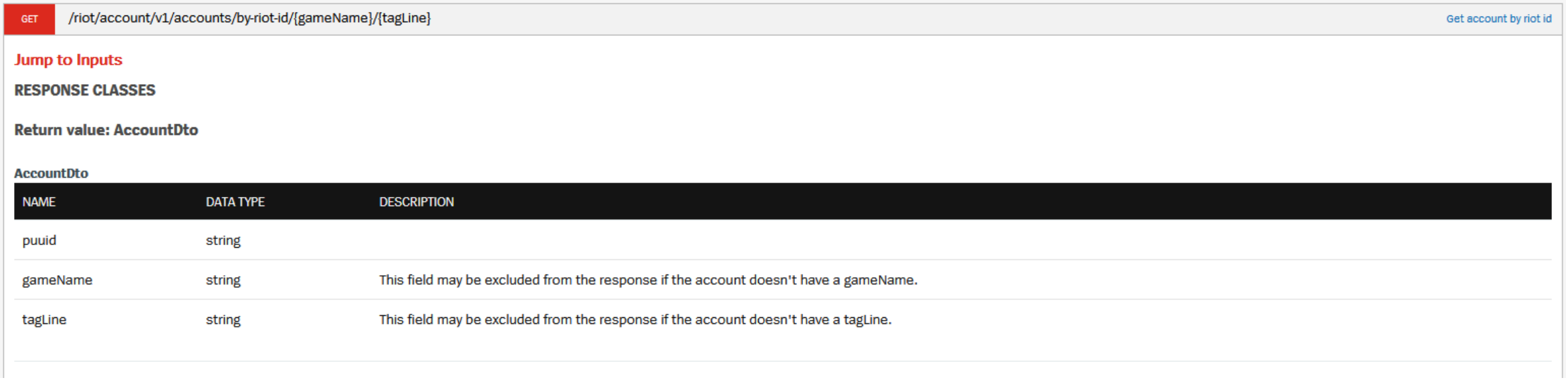


AUTOMATING AN API REQUEST

DEMONSTRATION with

/riot/account/v1/accounts/by-riot-id/{gameName}/{tagLine}

Same as Module 2, but now with code



GET /riot/account/v1/accounts/by-riot-id/{gameName}/{tagLine} Get account by riot id

Jump to Inputs

RESPONSE CLASSES

Return value: AccountDto

AccountDto

NAME	DATA TYPE	DESCRIPTION
puuid	string	
gameName	string	This field may be excluded from the response if the account doesn't have a gameName.
tagLine	string	This field may be excluded from the response if the account doesn't have a tagLine.

QUESTIONS?

Contact me

RebirthNA#2359

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It is my hope that this course is easy to understand and follow

Have a question or want additional details? Just reach out!

If you want to know more about my work (LoL Genius) or have questions about something you're building, LMK!