

Name: Abhishek parekh  
Project 1

### **Importing Libraries**

Json module: allowed for reading and manipulating JSON data

### **Obj Class**

This class holds information related to the games, the class is given attributes corresponding to the JSON data, some attributes include, date, neutral, vis\_team\_name, home\_team\_name, home\_stats, and is\_final. More attributes can be added.

### **add\_data Function**

The function takes two arguments data from the JSON file and the information regarding the game. It appends the game dictionary to the data list.

### **fetch\_json\_vals Function**

The function takes two arguments the json data and the input query. Using the input it fetches the values from the Json data, a dot is used to query nested information, that can be stored within the JSON structure.

### **main function**

The main function contains the core of the program, also storing executable lines that use the functions described above. The functionalities within the main function include:

- Load JSON data
- Initialize an empty list called obj\_list
- Iterate through each event object in the JSON data
- For each event object, it creates an instance of the Obj class, then the attributes are added using the event data, and appends the instance to obj\_list, at the end it prints out the game information.
- Defines a new set of values that are ready to be added into the existing JSON data
- Function calls to add\_data in order add the new set of values
- Performs query operations using the fetch\_json\_vals function and prints the output