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MTech Data Science

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MOTIVATION:



Understanding Team Performance: Counting the victories for each team during the T20 World Cup 2022 gives important information on how each team performed as a unit.



Trends in Toss Decisions: Analyzing tosses reveals whether teams were more inclined to bowl or bat first.



Award Recognition: Honoring the highest scorers, best bowlers, and important players highlights their specific performances, which can assist in developing plans for further matches.



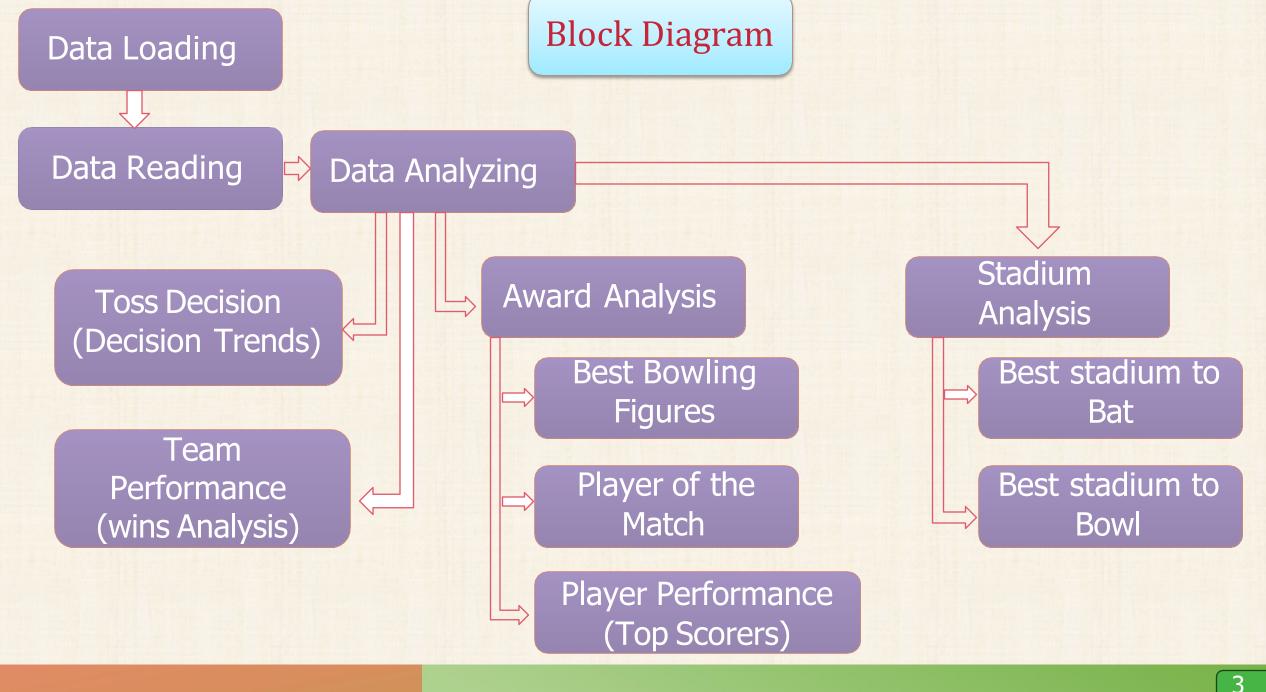
Fan Engagement: By giving a greater understanding of the game, statistical analytics and visualizations increase fan engagement.



The study demonstrates how data-driven insights may improve decision-making and performance evaluation, showcasing the power of data analytics in sports.



The project seeks to provide a thorough understanding of the T20 World Cup 2022.



Pseudo Code

- dataloader.py
- Class Data Loader:
- Function __init__(self, file_path):
- Read data from CSV file into a Data Frame
- Store Data Frame in self.data
- mymodule.py
- Class Plotting:
- Function __init__(self, data):
- Store data in self.data
- Functions for following :
- -To generate bar chart for team wins.
- To generate pie chart for matches won by runs or wickets.
- To generate bar chart for top scorers.
- To generate bar chart for players with the most Player of the Match awards.
- To generate bar chart for best bowlers.
- Each function displays the chart.

Class Stadium Analysis:

- Functions for following:
 - -To generate bar chart for scores in both innings.
 - -To generate bar chart for wickets in both innings.
 - Each function displays the chart.

Class Tabular Analysis:

- Functions to create and display a table for:
 - -Team wins
 - -Top scorers
 - -Players with the most Player of the Match awards
 - -Relevant stadium data
- Project.py
- Function main():
- Import respective classes from Data Loader and My module
- #Provides Interactive user interface to display data chosen by user in the displayed list

Pythonic Features

- Classes and Objects:
 Used to create classes like DataLoader and Plotting
 to encapsulate related functionalities.
- File Handling:
 Utilized to read data from a CSV file using the pd.read_csv function.
- Matplotlib: Employed Matplotlib for generating static visualizations like bar charts and pie charts.
- NumPy:
 Used NumPy for numerical operations, especially in creating arrays for Matplotlib.
- Seaborn:
 To make plot look fancy and interesting.
- Data Analysis with Pandas:
 Performed data analysis tasks like
 grouping, counting, and sorting using Pandas
 functionalities.

```
import pandas as pd

class DataLoader:
    def __init__(self, file_path):
        self.data = pd.read_csv(file_path)
```

```
import matplotlib.pyplot as plt
import numpy as np
import seaborn as sns

class Plotting:
    def __init__(self, data):
        self.data = data

    def plot_print_data(self):
        print(self.data.head())
```

```
def plot team wins(self):
   winner counts = self.data['winner'].value counts()
   sns.set(style="whitegrid")
   plt.figure(figsize=(12, 6))
   bar plot = sns.barplot(x=winner counts.index, y=winner counts.values, palette="viridis")
   plt.ylabel('Number of Matches Won', fontsize=14)
   plt.title('Number of Matches Won by Teams in T20 World Cup 2022', fontsize=16)
   bar plot.set xticklabels(bar plot.get xticklabels(), rotation=45, horizontalalignment='right')
                       ha='center', va='center', fontsize=12, color='black', xytext=(0, 5),
                       textcoords='offset points')
   plt.show()
```

```
def display_top_scorers_table(self, num_players=5):
    top_scorers_table = self.data.groupby('top scorer')['highest score'].max().nlargest(num_players).reset_index()
    top_scorers_table.columns = ['Player', 'Highest Score']
    print(f"\nTop {num_players} Scorers Table:")
    print(top_scorers_table)
```

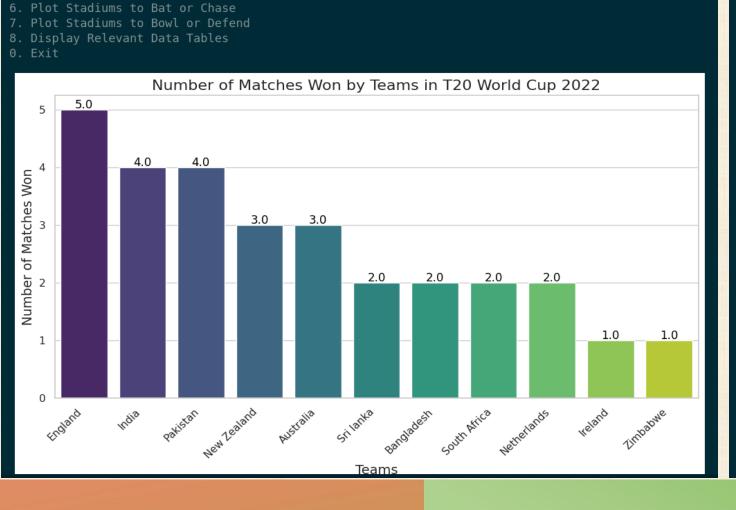
Pandas DataFrames:

Leveraged Pandas DataFrames to store and manipulate tabular data efficiently.

- While Loop for User Interaction:
 Used a while loop to create a menudriven interactive interface for the user.
- Functions and Methods:

 Defined functions and methods to
 encapsulate specific functionalities for
 code organization and reusability.
- Conditional Menu Choices: Implemented conditional statements based on user menu choices to execute specific functionalities.
- User Input Handling: Implemented the input function gather user input for menu choices.

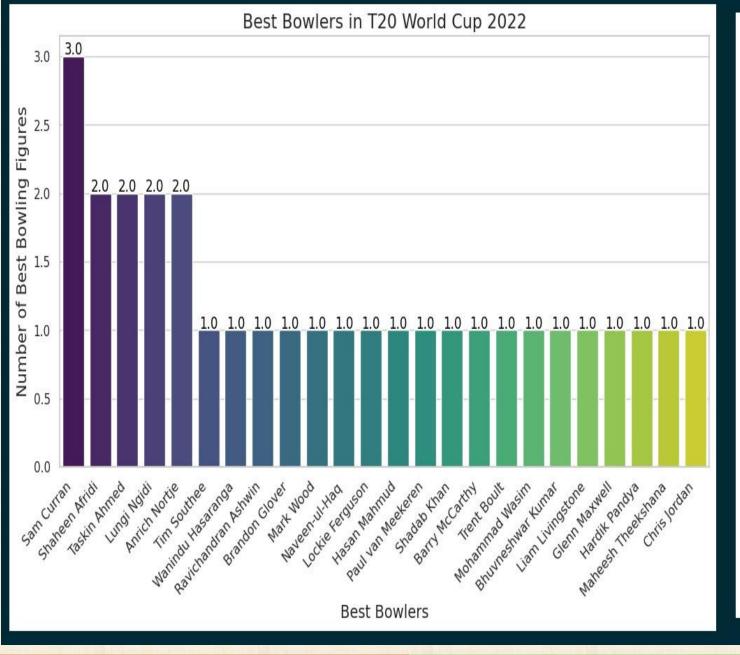
Results

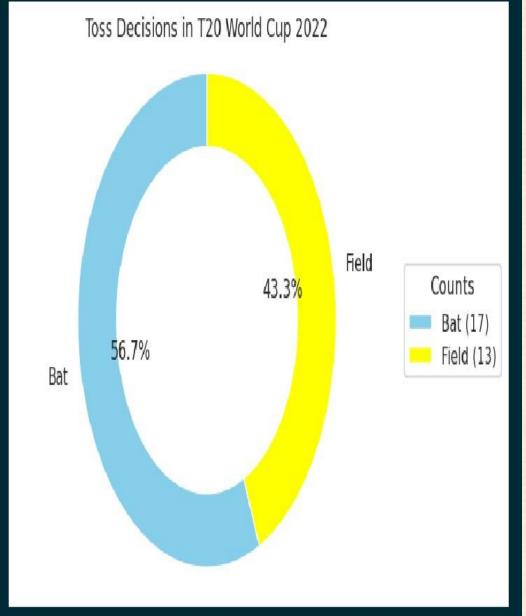


Choose an option: 1. Plot Team Wins

4. Plot Player of the Match

1. 2. 3. 4.	ose an option: Team Wins Top Scorers Player of the Stadiums Exit		
Tea 0 1 2 3 4 5	m Wins Table: Team England India Pakistan New Zealand Australia Sri lanka	Number of Matches	Won 5 4 4 3 3
6	Bangladesh		2
7	South Africa		2
8	Netherlands		2
9	Ireland		1
10	Zimbabwe		1





OBSERVATIONS:

(About the project)

- England won the most matches
- No player got the player of the match award in more than two matches.
- More teams had chosen bat first.
- More matches were won by runs.
- The ideal stadium for batting first was SCG.



Learnings:-

- Basics of python.
- File handling.
- Object Oriented Programming.
- Some Libraries like Pandas, Numpy, Seaborn etc.
- Analysing text and image data.
- Data plotting like histogram, pie chart etc.
- And many more

Thank You!

Exiting the program. Good Bye!