The structure utilized in our Sports Scraper Application was the MVC paradigm which allowed us to create very organizable code and be able to categorize our tasks and where they should go. The View holds all of our GUI components/the frame. A selection from a ComboBox in the View is passed to the Controller, which then decides what to do with the selection, which in our case is passed to the Model so we know which sport statistics to retrieve with the help of our QueryCommand and Parser package, both designed to access and retrieve the proper information. This information is then passed from the Model and to the View, where the statistics are outputted onto the GUI.

Overall, our back-end implementation parses the information off of the HTML file, inserts it into the proper structure on our server, and is immediately inserted into a JTable for all sports on the front-end when the application is ran. We did this to simplify the user experience, so that no actual parsing happens when the user changes the sport in the ComboBox, allowing the GUI to interact very smoothly with the user