# NBA TEAM/PLAYER STATS

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### Implementation

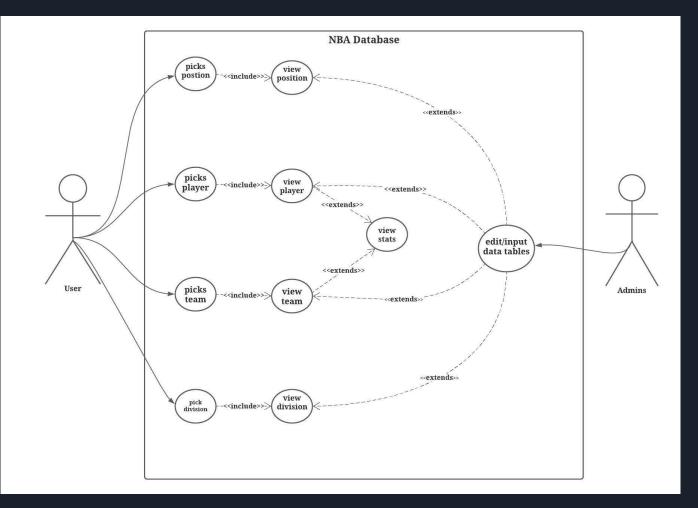
- We will be utilizing a command line interface written in Python to output selected data and take in user data.
- Python is robust, high level, and supports our Database System, SQLite.
- SQLite will be used to manage data, imported from Kaggle (an open source data supply)
- IDE will be Visual Studio Code.



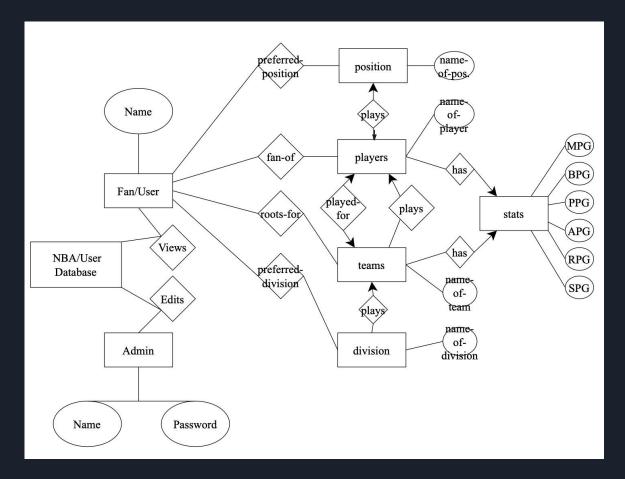


## UML Use Case

- User picks preferred position, player, team, and division.
- User is able to view the above information including player/team stats
- Admins can edit/view all information except for user's preferred options

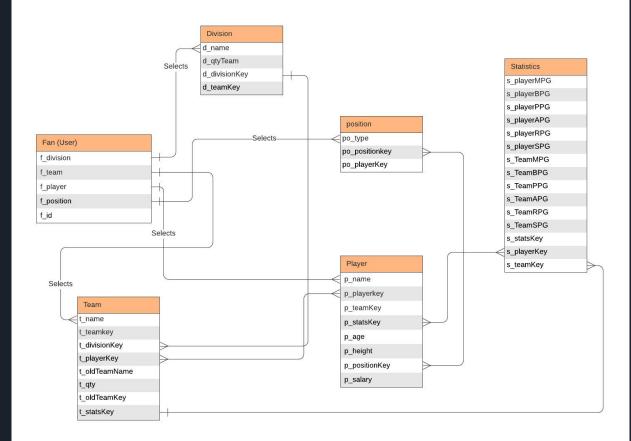


# E/R Diagram



## Relational Schema

#### Relational Schema (NBA Database)



Thank you!

# Any Questions?