

Retrieve/display the logo of the user's favorite NHL team:

The existing NHLScraper class only required the addition of an attribute for the team\_logo which is set to a string which forms the path of the location of the user's favorite NHL team logo located within the static files directory of the project.

```
class NHLScraper:

    def __init__(self, team):

        # set the user's passed favorite team name to an attribute of the instance.
        self.team = team
        self.team_logo = 'img/NHL_Team_Logos/' + team + '.gif'
```

The template (nhl\_data.html) required only minor modifications as well: loading the static assets and placing an image element on the page with it's source set to the attribute created above and accessed through the nhl object passed by the view context.

```
{% extends 'base.html' %}
{% load static from staticfiles %}

<!doctype html>
<html>
    <head>
        <title>{% block title %}| NHL {% endblock %}</title>
    </head>
    <body>
        {% block content %}
        <h2>Next 5 Events for the {{ nhl.team }} NHL team.</h2> <!-- User's favorite team name is inserted
        <br>
        
        </br>
```