Instructions for each table:

* Get the URL
* Check all column names
* Define a team variable if there isn’t one
* Remove the Rank Variables
* Add the URL and description/local path to the glossary
* Create the cleaning

Other things to do:

* Create a glossary of all the team abbreviations
* Merge it all into one function get\_table()

Overall Objective:

- A function of the form: get\_table(Table# = , Team(s) = , Year(s) = , include.playoffs = Y/N, )

Tables:

Instructions: Pull all the data and clean it, make sure the column names are correct

1. Under “Teams”

Parameters: Each team, each season for 10 seasons, starting at 2017 go back to 2007

* 1. Roster (Tess)
     1. CSS selector: #roster
  2. Per Game (Tess)
     1. CSS selector: #per\_game
  3. Advanced (Michael)
     1. CSS selector: #advanced
  4. Shooting (Michael)
     1. CSS selector: #shooting
  5. Play By Play (Derrick)
     1. CSS selector: #advanced\_pbp
  6. Salary (Derrick)
     1. CSS selector: #salaries2
  7. $/Payroll (David)
     1. CSS selector: #contracts
  8. Team Payrolls/Salary cap history (David)
     1. CSS selector: #div\_salary\_cap\_history

1. Under “Seasons”
   1. Schedule and Results (Lisha)
      1. CSS selector: #div\_schedule
      2. Note: We need this for each month of the year! URL changes each month
   2. Standings (Lisha)
      1. Conference standings, 2 tables, table1, CCS selector: #confs\_standings\_E
      2. CCS selector for table 2, : #confs\_standings\_E
2. Under “Playoffs”
   1. Schedule and Results/ playoff schedule (Tess)
      1. CSS selector: div\_schedule
   2. Stats per game (Michael)
      1. CSS selector: div\_per\_game\_stats
   3. Stats advanced (Derrick)
      1. CSS selector: div\_advanced\_stats
   4. Team/ Team per game stats (David)
      1. CSS selector: div\_team-stats-per\_game
   5. Opponent per game stats (Lisha)
      1. CSS selector: div\_opponent-stats-per\_game
   6. Shooting (David)
      1. CSS selector: div\_team\_shooting
   7. Opponent shooting (Lisha)
      1. CSS selector: div\_opponent\_shooting