Basketball Players Statistics

Engineering method report

Jhan Carlos Carvajal Bastidas

Gilmar Andrés Amézquita

Faculty of Engineering, ICESI university

Algorithms and Data Structures

Anibal Sosa

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Phase 1: Identification of the problem

Problem:

Design and implement a software tool that allows the management of a massive amount of information about basketball player. The implementation has to make special emphasis in the time optimization, since the program will manage a lot of data and it must be as fast as possible.

Text

Description automatically generated with medium confidence

Functional requirements

**Req.1.Receive data.** The program must be in capacity to receive data about players in massive way, through a csv file or through an interface. A basketball player has as attributes: name, age, team and five statistics which could be points, rebounds, assists, robberies, blocks per game.

**Req.2.Delete data.** Must exist an option within the program to delete the information about a basketball player.

**Req.3.Modifty data.** Within the program must exist an option to modify the data about a basketball player.

**Req.4.Consulting data.** Within the program must exist an option to consult about player using as search criteria their statistics categories.

**Req.5.Search a basketball player.** The program must be in capacity to search a basketball player according to searching category selected and value gave for it. The searching category is one of the five statistics that a basketball player possesses as attribute.

**Req.5.1. Search a basketball player by two categories.** The program must provide an option to search a basketball player using as search criteria two categories of the five statistics that players possess as attribute.

**Req.5.1. Display searching time.** the program should show the time it took to perform the search.