

CHAPTER 3.0

SYSTEM REQUIREMENTS STUDY

3.1 USER CHARACTERISTICS

This project is useful for predict the winner of IPL cricket match using supervised learning algorithm. User can directly enter the match details like team1, team2, home team, toss win, and toss decision using all this details algorithm predict the winner of match which team has higher chance of winning the match.

3.2 HARDWARE AND SOFTWARE REQUIREMENTS

- Operating System – Windows XP and above
- Hardware Requirements – Pentium IV or more, RAM – 512 or more (Though core i3 or above is recommended if results are required fast)
- Storage Requirements – A hard drive containing the dataset and the software code itself.

3.3 ASSUMPTIONS AND DEPENDENCIES

- Accuracy: all the fields of the input form which is used to take predicting match details are required else prediction may go wrong.
- Performance: the hardware and software requirements mentioned in the operating environment should be present for proper functioning of the software.
- Language: English is kept as the only displayed language.
- It is assumed that the python (3.0) is installed in the system alongside the following libraries -
 - Flask==1.0.2
 - beautifulsoup4==4.6.3
 - pandas==0.23.4
 - Requests==2.20.0
 - scikit_learn==0.19.2
 - gunicorn

- There should be a System administrator whose job is to keep the dataset updated before a user runs the program.
- The system should have sufficient processor speed so as to train the huge amount of dataset on different machine learning algorithms.