

## 2 Week 2: Control Flow & Functions (Advanced Stats)

This code defines functions for advanced stats and uses a loop and conditionals to analyze multiple players.

```
# Week 2 Assignment – Advanced Stats Calculator
```

```
# --- Step 1: Define Functions ---
```

```
# Formula for Effective Field Goal % (eFG%): (FGM + 0.5 * 3PM) / FGA
```

```
def effective_fg(FGM, threePM, FGA):
```

```
    if FGA == 0:
```

```
        return 0.0
```

```
    return (FGM + 0.5 * threePM) / FGA
```

```
# Formula for True Shooting % (TS%): PTS / (2 * (FGA + 0.44 * FTA))
```

```
def true_shooting(PTS, FGA, FTA):
```

```
    TSA = 2 * (FGA + 0.44 * FTA)
```

```
    if TSA == 0:
```

```
        return 0.0
```

```
    return PTS / TSA
```

```
# --- Step 2 & 3: Single Player Example (with Efficiency Message) ---
```

```
FGM = 10
```

```
FGA = 20
```

```
threePM = 3
```

```
FTA = 8
```

```
PTS = 29
```

```
efg = effective_fg(FGM, threePM, FGA)
```

```
ts = true_shooting(PTS, FGA, FTA)
```

```
print(f"Effective FG%: {round(efg, 3)}")
```

```
print(f"True Shooting %: {round(ts, 3)}")
```

```
# Conditional statement for efficiency message
```

```
if efg > 0.6:
```

```
    print("Elite shooting night! (eFG% > 0.60)")
```

```
elif efg >= 0.5:
```

```
    print("Above average efficiency. (eFG% >= 0.50)")
```

```
else:
```

```
    print("Below average efficiency.")
```

```
# --- Extra Challenge: Multiple Players ---
```

```
players = [
```

```
    {"name": "Player A", "FGM": 10, "FGA": 20, "3PM": 3, "FTM": 6, "FTA": 8, "PTS": 29},
```

```
    {"name": "Player B", "FGM": 5, "FGA": 12, "3PM": 1, "FTM": 2, "FTA": 2, "PTS": 13},
```

```
    {"name": "Player C", "FGM": 8, "FGA": 15, "3PM": 2, "FTM": 4, "FTA": 5, "PTS": 22},
```

```
]
```

```
most_efficient_player = None
```

```
highest_ts = -1
```

```
for player in players:
```

```
    # Calculate TS% for each player
```

```
    ts_percent = true_shooting(player["PTS"], player["FGA"], player["FTA"])
```

```
    player["TS%"] = round(ts_percent, 3)
```

```
print(f" {player['name']}'s TS%: {player['TS%']}")
```

```
# Check for the most efficient player
```

```
if ts_percent > highest_ts:
```

```
    highest_ts = ts_percent
```

```
    most_efficient_player = player["name"]
```

```
print("\n--- Summary ---")
```

```
print(f"The most efficient player (by TS%) is: **{most_efficient_player}** (TS%: {round(highest_ts, 3)}")
```