EAD CA3

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Application summary

For this ca I used https://www.football-data.org/ for my API because any other football based API I looked into either needed payment details even with the free tier or wasn’t giving out public API keys as was the case with ESPN.

I originally wanted the application to use an API to show the league table and the top scorers of the premier league, Bundesliga, Ligue 1, Serie A and La Liga as I like to keep up to date with the standings and players performing well over the season. But I also wanted to include the Championship and league 1 which are the second and third tiers of English football. I wanted to include them because my team is in league 1 and I like to keep up with those 2 divisions so I could monitor my team and the teams they face in the future but when I found a public API that gave a free API key without having to enter any payment details, I found that league 1 wasn’t apart of the free method. So I had just do the 6 leagues instead.

The first page turned out well as I was able to have the application filter through the leagues to show the tables nearly flawlessly the only issue I’ve seen is that when switching between leagues the team crests take a little bit longer than the rest of the table to load and for a second the team sometimes has either the logo from the previous league or no logo. The table has the position, team name and crest, games played, wins, draw and loses, goal for, against and the goal difference as well as the number of points for each team.

The second page didn’t go as planned as I wanted to be able to filter through the leagues and call the top 10 goal scorers in the league and show the user the player’s name position nationality team and the number of goals scored so far this season. But I was unable to correctly call the scorers data the api to make it appear on the application my message I put in my if it failed by being null appears.

A screenshot of a computer

Description automatically generated with medium confidence

Quality of code

I used sonar lint for code quality throughout the ca I got warnings on the css saying that some names weren’t known property names. I used good naming conventions in the c# code so it was clear what did what. I separated the razer files and the code so it would be clearer to read instead of scrolling down loads you can just go to the class the code is in which is why I made sure my naming conventions were good.

Version Control

For this ca I used github for version control as I have experience with and I find it easy to use and its easy to access the repo if you need to pull it down. My git hub repo is <https://github.com/aaronoc1996/AOCEADCA3> azure link <https://ead1ca3202.azurewebsites.net>