Nba Award Predictor

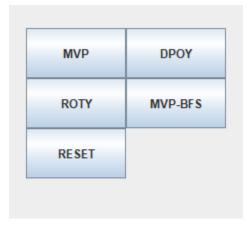
Start the Program:

Initial Screen:

The base table shows all current players in the NBA with all traditional statistics

PLAYER	TEAM	AGE	GP	W	L	W_PCT	MIN	FGM	FGA	FG_PCT	FG3M	FG3A	FG3_PCT	FT	N.			
Immanuel Quic	NYK	21.0	60	34	26	0.567	19.5	3.7	9.2	0.398	1.9	4.8	0.394	2.4				
Jalen McDaniels	CHA	23.0	40	17	23	0.425	17.6	2.6	5.6	0.464	0.7	2.0	0.346	0.9				
Juan Toscano	GSW	28.0	47	22	25	0.468	19.7	2.1	3.7	0.587	0.6	1.5	0.417	0.4				
Moses Brown	окс	21.0	37	7	30	0.189	20.6	3.3	6.0	0.552	0.0	0.0	0.0	1.8				
Nicolo Melli	DAL	30.0	39	22	17	0.564	12.3	0.9	2.9	0.316	0.4	1.7	0.254	0.3				
Derrick Jones Jr.	POR	24.0	55	29	26	0.527	23.1	2.5	5.3	0.478	0.8	2.4	0.323	1.0		MVP	DPOY	
Matisse Thybulle	PHI	24.0	62	43	19	0.694	20.1	1.6	3.8	0.419	0.7	2.2	0.304	0.1		ROTY	MVP-BFS	
Donta Hall	ORL	23.0	8	3	5	0.375	11.5	1.1	1.8	0.643	0.0	0.0	0.0	0.9		RESET		
Keldon Johnson	SAS	21.0	61	30	31	0.492	29.0	5.0	10.3	0.482	0.9	2.6	0.34	2.0				
Tyler Cook	DET	23.0	26	10	16	0.385	11.6	1.8	2.8	0.639	0.0	0.0	0.0	0.5				
Sam Merrill	MIL	24.0	27	17	10	0.63	7.4	1.1	2.3	0.484	0.7	1.5	0.488	0.1				
Khem Birch	TOR	28.0	61	23	38	0.377	21.8	2.5	5.1	0.495	0.2	0.6	0.263	1.3				
Deni Avdija	WAS	20.0	54	25	29	0.463	23.3	2.4	5.8	0.417	1.0	3.1	0.315	0.5				
Anthony Davis	LAL	28.0	30	19	11	0.633	32.1	8.4	16.7	0.503	0.7	2.8	0.265	3.9				
Kyle I own	TOR	35.0	46	15	31	0.326	3/1.8	5.7	13.0	0.436	2.8	72	0.306	3.0	~			

Buttons:



The buttons to the right of the table allow the user to select which actions to take.

MVP: Will open up the MVP predictor screen

DPOY: Will open up the DPOY predictor screen

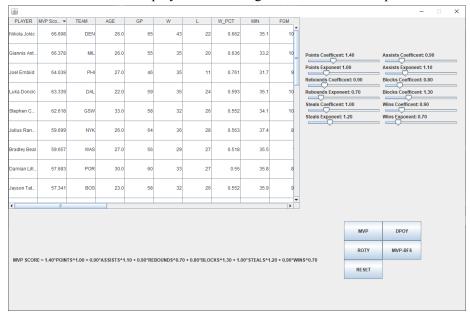
ROTY: Will open up the ROTY predictor screen

MVP-BFS: Will open up the MVP-BFS screen

RESET: Reset the tables and take the user back to the initial screen

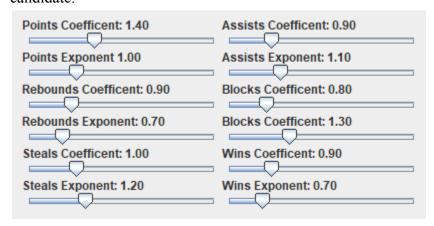
MVP

The MVP predictor screen will appear like this with initial weights on the sliders set. These sliders can be changed and the weight changes will be reflected on the sliders and the MVP score function. These values will compute new MVP Scores which are placed into the MVP score column for each player. This column is auto sorted so that the player with the highest score is at the top.



MVP SLIDERS

To select the weights for the MVP score function, use the sliders that are to the right of the table if you wish to adjust how player statistics should be reflected in an MVP candidate.



MVP SCORE FUNCTION

The MVP SCORE function takes the weights from the sliders and changes the label of present in the frame, so that the user can see how all the weights apply.

DPOY

The DPOY predictor screen will appear like this with initial weights on the sliders set. These sliders can be changed and the weight changes will be reflected on the sliders and the DPOY score function. These values will compute new DPOY Scores which are placed into the DPOY score column for each player. This column is auto sorted so that the player with the highest score is at the top.

PLAYER	DPOY S ▼	TEAM	AGE	GP	W	L	W_PCT	MIN	DEF_RATI	DREB	DREB_PCT	
Chris Paul	17.329	PHX	35.0	64	46	18	0.719	31.6	107.8	4.2	0.132	
Ben Simm	17.24	PHI	24.0	53	39	14	0.736	32.6	105.7	5.8	0.171	Defensive Rating Coefficent: 0.60
Jimmy Butler	17.239	MIA	31.0	48	29	19	0.604	33.8	106.5	5.2	0.154	Defensive Rating Exponent 0.30 Blocks Coefficent: 1.80
Danny Green	17.198	PHI	33.0	63	42	21	0.667	28.2	107.7	2.9	0.098	Blocks Coefficent: 0.30
Rudy Gobert	17.019	UTA	28.0	64	47	17	0.734	30.9	101.4	10.1	0.285	Steals Coefficent: 2.30 Steals Exponent: 1.30
Nikola Jokic	17.012	DEN	26.0	65	43	22	0.662	35.1	112.6	8.1	0.236	Defensive Win Shares Coefficent: 2.90
Jrue Holiday	16.687	MIL	30.0	53	36	17	0.679	32.2	108.1	3.3	0.095	Defensive Win Shares Exponent: 2.90 Wins Coefficent: 1.20
Draymond	16.611	GSW	31.0	58	30	28	0.517	31.2	109.5	6.2	0.185	Wins Exponent: 0.50
Robert Cov	16.553	POR	30.0	63	36	27	0.571	32.1	114.1	5.8	0.185	
4												_
DPOY SCORE = 0.60°DEF_RTG*0.30 + 2.30°STEALS*1.30 + 1.80°BLOCKS*0.30 + 2.90°DEF_WS*2.90" + 1.20°WINS*0.50												MVP DPOY ROTY MVP-BFS RESET

DPOY SLIDERS

To select the weights for the DPOY score function, use the sliders that are to the right of the table if you wish to adjust how player statistics should be reflected in an DPOY candidate.



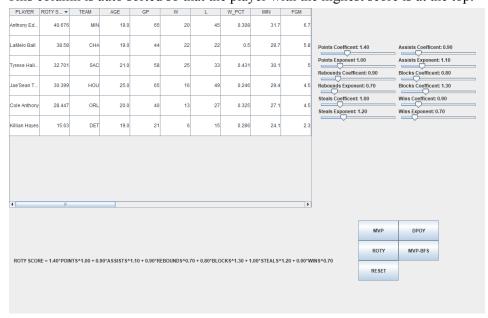
DPOY SCORE FUNCTION

The DPOY SCORE function takes the weights from the sliders and changes the label of present in the frame, so that the user can see how all the weights apply.

 $DPOY \ SCORE = 0.60*DEF_RTG^{0}.30 + 2.30*STEALS^{1}.30 + 1.80*BLOCKS^{0}.30 + 2.90*DEF_WS^{2}.90" + 1.20*WINS^{0}.50 + 2.90*DEF_WS^{2}.90" + 1.20*WINS^{0}.50 + 2.90*DEF_WS^{0}.50 + 2.90*DEF_WS^{$

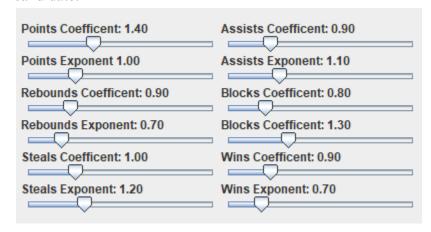
ROTY

The ROTY predictor screen will appear like this with initial weights on the sliders set. These sliders can be changed and the weight changes will be reflected on the sliders and the ROTY score function. These values will compute new ROTY Scores which are placed into the ROTY score column for each player. This column is auto sorted so that the player with the highest score is at the top.



ROTY SLIDERS

To select the weights for the ROTY score function, use the sliders that are to the right of the table if you wish to adjust how player statistics should be reflected in an ROTY candidate.



ROTY SCORE FUNCTION

The ROTY SCORE function takes the weights from the sliders and changes the label of present in the frame, so that the user can see how all the weights apply.

ROTY SCORE = 1.40*POINTS^1.00 + 0.90*A\$SIST\$^1.10 + 0.90*REBOUND\$^0.70 + 0.80*BLOCK\$^1.30 + 1.00*STEAL\$^1.20 + 0.90*WIN\$^0.70

MVP-BFS

Select a former MVP winner from each of the 2 lists and press find path to generate the shortest path of teammates that will go from one MVP to the other. Without the playerGraph.ser file, the MVP-BFS will not be able to run until the graph is fully scrapped from

https://basketball.realgm.com/. Therefore, we have included the playerGraph.ser file so that the user will not have to wait for the graph to be built to be able to use the MVP-BFS functionality. However, all other aspects of the program will be full functionally because of the MVP-BFS graph being built on another thread.

