Week 6:

*What I've done this previous week*:

- Created the following classes:

- StandardiseNonNumeric: standardises the non-numeric training data values into random, normalised numeric values.

- CleanDatabase: checks for null values in certain columns and deletes the row if necessary. If the null values can be taken from elsewhere in the database there are methods that check for this, and fill in the relevant information if found. If not, the rows are also deleted.

- RandomNumberGenerator: returns a random number between the specified minimum and maximum bounds.

- CreateData: returns and ArrayList containing data input for the network that is a combination of two or more columns from the database. For example the winner first serves won percentage takes the number of first serves won / first serves in \* 100. This needs to be changed to create a column in the database instead of returning ArrayLists.

- Added SSH public key to git project and uploaded code.

- Continued researching how to group the data to model individual player performance.

*What I will do this week*:

- Attempt to finalise the network classes.

- Clarify how I will be organising data within network to model player performance.

- Debug any issues with classes so far.

- Write dissertation introduction.

*What we should discuss*:

- Options for organising data within network to model individual player performance, while still taking into account all the information from each entry (for example the opponent’s details).

*Previous meeting summary*:

- See week 4 log.