

To improve my code Peers asked me to make these changes

Suggestions made by others:

- Rename the easygui boxes that say players instead of contacts to keep the database on topic and to make it clear.

Because I borrowed most of the code from the teacher, it was based on contacts instead of players. This made my code look confusing because the buttons displayed add players, show all players while the title made it look like a topic. To fix this I simply changed the codebox title from contacts to the player list.

```
eg.codebox("All Players", "Player List", Player_list)
```

- Make sure your database table is created automatically when the program starts.

A database table was already given which was called contacts list. However, I created my own football database table using SQL and switched the cursor.execute which printed all of the player details from the Football_Database.

```
cursor.execute("SELECT Name, Position, Player_number, Goals, Assists FROM Football_Database")
```

- Make sure all the input boxes are validated so users can't leave them empty.

The code already had it so if you did not fill in the contact and the email a message would appear telling you that all the boxes need to be filled. However since I added more boxes I needed so even if one box was left out the same message would appear. I changed the if not code and added in all of the details such as name, positions and player number.

```
if not Player_name or not Position or not Player_number or not Goals or not Assists:
```

- Align the details such as name, positions, player number, goals and waist in the easygui database table.

When I first added my database and removed the teachers, the letters did not align as my database was much larger than the teachers database. To fix this I stretched the easygui box and added more space between the details.

```
Player_list =  
"Name\t\tPosition\t\tNumber\t\tGoals\t\tAssists\n"  
Player_list += "=" * 80 + "\n"
```