

=== Attributes ===

teams:

The names of the teams in this tournament.

✱ team\_stats:

The history of each team in this tournament. Each key is a team name, and each value is a list storing two non-negative integers: the number of games played and the number won.

=== Sample usage ===

```
>>> t = Tournament(['a', 'b', 'c'])
```

```
>>> t.record_game('a', 'b', 10, 4) ✓
```

```
>>> t.record_game('a', 'c', 5, 1) ✓
```

```
>>> t.record_game('b', 'c', 2, 0) ✓
```

```
>>> t.best_percentage()
```

```
'a'
''''
```

```
def __init__(self, teams: List[str]) -> None:
```

```
    """Initialize a new Tournament among the given teams.
```

```
✓ def record_game(self, team1: str, team2: str,
                  score1: int, score2: int) -> None:
```

```
    """Record the fact that <team1> played <team2> with the given scores.
```

```
# Attribute types
```

```
teams: List[str]
```

```
team_stats: Dict[str, List[int]]
```

{ 'a': (<sup>2x</sup>~~0~~, <sup>x2</sup>~~0~~),

'b': (<sup>2x</sup>~~0~~, <sup>1</sup>~~0~~),

'c': (<sup>2x</sup>~~0~~, 0) }

100% best percentage

50%

0%