Reference Manual

Generated by Doxygen 1.6.1

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Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 2

Class Documentation

2.1 App Class Reference

Public Member Functions

- **constructor** (props)
- **render** ()

The documentation for this class was generated from the following file:

- App.js

2.2 GetDate Class Reference

Public Member Functions

- **constructor** (props)
- **render** ()

2.2.1 Detailed Description

NAME: GetDate

- Derived object from React Component that is used to get a date from user to display predictions at said date.

SUMMARY:

- Basic React Component that renders a form for users to interact with and input a date string.

- On submission of date, loads the /predict-by-date

The documentation for this class was generated from the following file:

- Get-Date.js

2.3 MatchupPrediction Class Reference

Public Member Functions

- **constructor** (props)

The documentation for this class was generated from the following file:

- MatchupPrediction.js

2.4 PredictByDate Class Reference

Public Member Functions

- **constructor** (props)

The documentation for this class was generated from the following file:

- Predict-By-Date.js

2.5 TodaysGames Class Reference

Public Member Functions

- **constructor** (props)
- **componentDidMount** ()
- render ()

2.5.1 Member Function Documentation

2.5.1.1 TodaysGames::render () `[inline]`

Parameters:

{object} game_preds

- List of game predictons computed by ML model, received via API

NAME PredictBox

- For each game prediction object, construct a object-oriented React component to display data neatly and clearly.

SUMMARY:

- Takes an object as a parameter and destructs object into list of objects (using { } notation)

- For each prediction in game_preds, create a box in the overarching grid containing:

  - Team info
  - Outcome prediction
  - Point differential prediction

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- Todays-Games.js