ITUDB2320 - PROJECT REPORT FOR GOALALCHEMY

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1 Technology

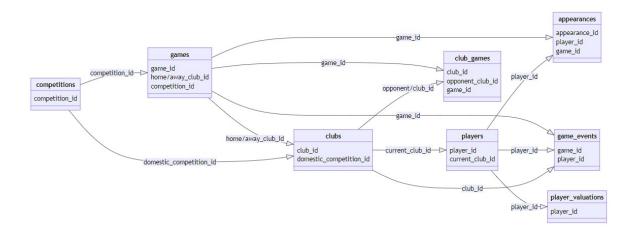
Throughout this project, Python programming language has been used with MySQL as the Relational DataBase Management System tool. Flask web framework has been used for web application, and for frontend, HTML has been utilized with CSS for styling and JavaScript for some scripts. Additionally, the pandas library of Python programming language has been used for data cleaning.

2 Dataset

For this project, we used football data acquired from Transfermarkt. Dataset can be reached from here: https://data.world/dcereijo/player-scores

2.1 Keys

The diagram to show the primary keys, foreign keys, and the tables that these foreign keys reference to can be seen below. 6 out of 8 shown tables have been used as main tables. Player valuations and game events tables have been discarded because of unnecessary or redundant data they possess.



2.2 Responsibility Distribution

2.2.1 Ege Demir - 150200319

Responsible for 'games table' and 'clubs' table.

'games' table will be used for game results tracing system. Shows club names, competition, score, date season etc. Users must be able to filter by club name, competition, season, date; and sort by goal difference.

'clubs' table will be used for club features tracing system. Shows club code, name, player statistics etc. Users must be able to filter by club code, name, competition; and sort by squad size, average age, foreigners number, foreigners percentage, national team players.

2.2.2 Zehra Demir - 150200305

Responsible for 'appearances' table and 'players' table.

'appearances' table will be used for player performance tracing system. Shows goals, assists, yellow cards, opponent club etc. Users must be able to filter by player name, club name, season; and sort by goal count, maximum game count.

'players' table will be used for player features tracing system. Shows player name, last season, club, place of birth, citizenship. Users must be able to filter by name, player code, place of birth, citizenship; and sort by last season.

2.2.3 Havva Eda Körpe - 150200029

Responsible for 'club games' table and 'competitions' table

'club games' table will be used for club situation and performance tracing system. Shows the players, manager, recent results of teams. Users must be able to filter by manager name, club name, hosting; and sort by positions and goal counts in descending order.

'competitions' table will be used for competition information tracing system. Shows name, type, subtype, country name, etc. Users must be able to filter by competition code, name, type, and country; and sort by them in the ascending order.

2.3 Database Configuration Details

After installing MySQL with 'root' as our username and 'localhost' as the host, we all created a database named 'football' in MySQL. With these installation details, 3 out of 4 items to connection were the same for all 3 of us with the exception of password. So we had to take input for password in config.py file shown below. With this way, we are all able to reach our database

and work on it by running the same python scripts.

```
config.py > ...

db_host = 'localhost'

db_user = 'root'

db_password = str(input("Enter your admin password: "))

db_database = 'football'
```

Figure 1: config.py File

3 Website Details

3.1 Home Page

On the home page, this menu welcomes us with 6 buttons that take us to the page of each table.

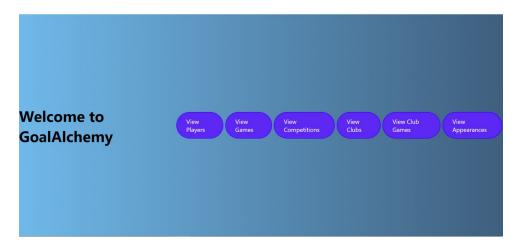


Figure 2: Home Page of the Website

3.2 View Table Page

After clicking any of the buttons in the home menu, we get to the 'view table' menu of the corresponding table. From here, it's possible to update or delete any existing entries. Update and delete buttons at the rightmost columns in each row take the user to the update/delete page. At the upper-left side of the page, it's possible to go to the 'sort/filter' or 'add record' pages that we will mention in later sections (Fig. 3).

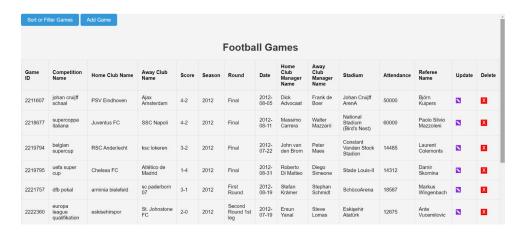


Figure 3: Games Page

And at the bottom of the page, it's possible to visit any page to see other records. Also by clicking the huge button at the bottom, it's possible to went back to main page. This attribute is available for every page (Fig. 4).



Figure 4: Pagination

Also in players page, there is a search bar which is used to search for players using either their full ID's or part of their names. It is because the query consists of "LIKE" for name and equal sign for ID (Fig. 5).

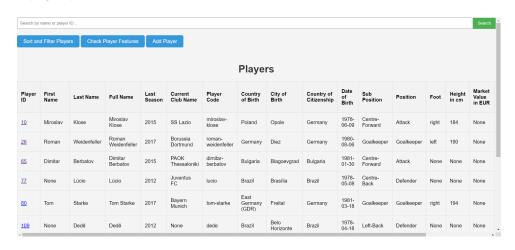


Figure 5: Search Bar in View Page

3.3 Add Record Page

After clicking the add record button, we see a page where it is possible to specify all columns for a new record. However, not all columns have to be filled to add a new record. The mandatory columns have been illustrated with red stars as it can be seen below. Also, it's possible to go

back to the view table page by clicking on the upper-left button.

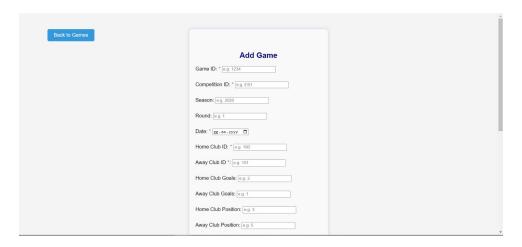


Figure 6: Inserting New Record

3.4 Update Page

After clicking the purple update button at the right side of each table page, an update page opens and the columns of the table can be updated using this page. In players' update page, there exist error handling which does not allow the user to input existing player id or invalid values such as entering different type to a value etc.

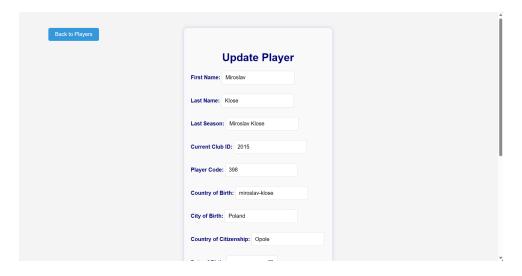


Figure 7: Updating the Record

3.5 Delete Page

After clicking the red delete button at the rightmost side of each table page, a message comes into the upper side of the page.

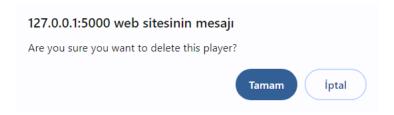


Figure 8: Website Delete Message

It is handled with the following JavaScript code inside the HTML file of the view_player:

Figure 9: Javascript Code for Confirmation

After approving the message, another delete page opens for the final decision.

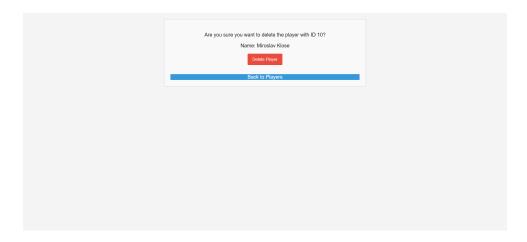


Figure 10: Deletion Page

By clicking delete player, player can be deleted from the records.

3.6 Sort/Filter Record Page

After clicking the sort/filter button, we get a menu where we can specify any attribute we want to search/filter by. We can enter a part of the string for any possible filters. After clicking 'apply filters' button or pressing the enter key, this page returns all suitable records. Also, there's a drop-down menu to choose which column the user wants to sort the records based on.

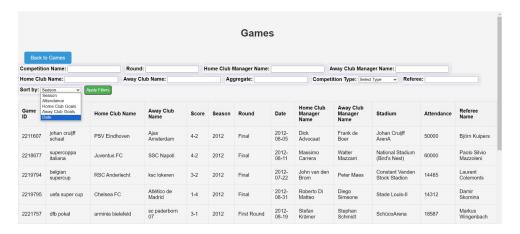


Figure 11: Sort and Filter Page

3.7 Player Page

In addition, after clicking the links of the player_ids in the players page, there opens up a page which shows players image with some information.



Figure 12: Player Details

4 Operations on Tables

4.1 Clubs Table

Figure 13: Complex Query for Clubs

In the query above, we join clubs table with competitions table so we can use competition name instead of competition ID. Also its important to only join them when competition type is domestic league to prevent multiple clubs, and update competition name for clean result.

4.2 Games Table

```
query = """SELECT g.*,
    REPLACE(comp.name, '-', ' ') AS competition_name,
    CONCAT(CAST(g.home_club_goals AS CHAR), '-', CAST(g.away_club_goals AS CHAR)) AS score,
    home_club.name AS home_club_name,
    away_club.name AS away_club_name
    FROM games g
    LEFT JOIN competitions comp ON g.competition_id = comp.competition_id
    LEFT JOIN clubs home_club ON g.home_club_id = home_club.club_id
    LEFT JOIN clubs away_club ON g.away_club_id = away_club.club_id
    ORDER BY g.game_id ASC
    LIMIT %s OFFSET %s
"""
```

Figure 14: Complex Query for Games

In the query above, we join games table with competitions table, and clubs so we can use competition name instead of competition ID and club names instead of club IDs. Also we merge home club goals and away club goals as 'score' column.

4.3 Players Table

In players table, there also exists a 'Check Player Features' button to navigate through player features page. By clicking that button, following page opens:



Figure 15: Player Features Page

There are complex queries and their results in the buttons. Some examples are shown below.

Turkish Players Page:

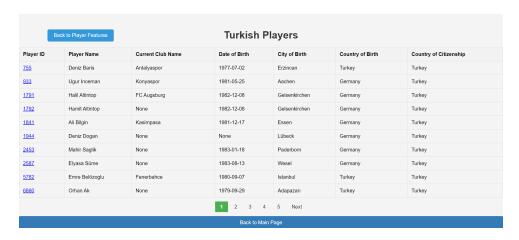


Figure 16: Turkish Players List

Players and Their Total Competitions Page:



Figure 17: Players' Total Competition List

Below you can see a query example, which is for total goals of the players page.

Figure 18: Complex Query for Players

4.4 Appearances Table

```
query = """SELECT c.club_id, c.name, AVG(a.goals) AS avg_goals_per_game
    FROM clubs c
    JOIN appearances a ON c.club_id = a.player_club_id
    GROUP BY c.club_id, c.name
    HAVING AVG(a.goals) > 0.15
    ORDER BY avg_goals_per_game DESC
    LIMIT %s OFFSET %s
    """
```

Figure 19: Complex Query for Appearances

Below, you can see the query for appearances table and the result as the page exists below:



Figure 20: Clubs with Highest Average Goals

This query shows average goals of clubs which are greater than 0.15 by joining appearances and clubs table and grouping the clubs.

4.5 Competitions Table

In this table, like the other ones, user may search for some features such as competition code or competition ID. Updating or deleting the existing data is also possible for each record using icons in the rightmost side. User can also insert new data with "Add Competitions" button.

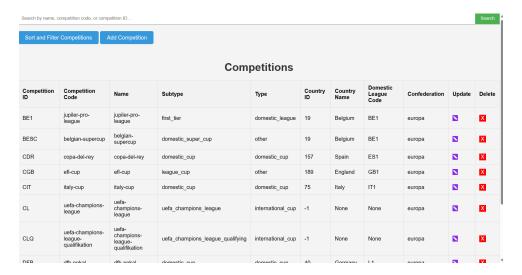


Figure 21: Competitions View Page

4.6 Club Games Table

In this table, we used buttons for insertion, deletion, sorting, filtering, and update operations and added search bar to reveal requested data such as all other tables. However, we added some extra features for this table.

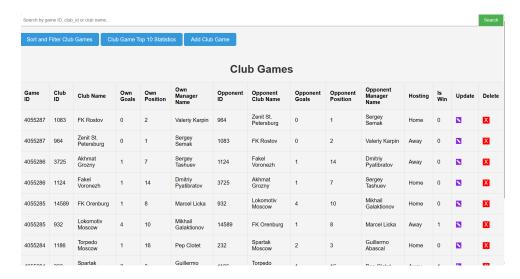


Figure 22: Clubs Games View Page

We added a navigation for some lists, which are "Top 10" Competitors With Maximum Goal Count, "Top 10 Clubs Successful in Away Games", and "Top 10 Managers With Winning Counts". To reveal this list user should click on the "Club Game Top 10 Statistics" button in the "Club Game View Page".

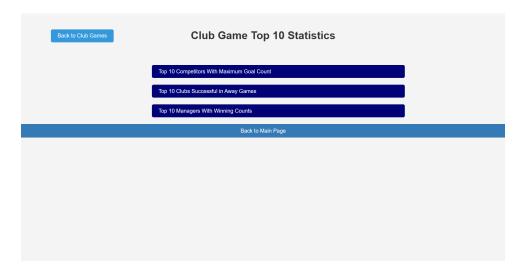


Figure 23: Top 10 Lists for Club Games

To obtain the first list, we have used "group by" for observing the each pair of clubs, and "having" for eliminate null club names since total goals for null names will cause a incorrect result. To reach club names, we have used "join" operation with games table. Then, we ordered in descending order and limited by 10 to create a "Top 10" list. Finally, we listed the results with home club names and away club names. While creating the second list, again we used join operation with games table to reach club names. Then, to evaluate their away performance, we grouped by away club name and took the count of winnings. After that, we ordered in descending order and limited by 10. Finally, we listed the results with club names.

Club Game Top 10 Statistics Top 10 Clubs Successful in Away Games	
Club Name	Winnings in Away Game
FC Barcelona	584
Real Madrid	564
Manchester City	560
Atlético de Madrid	554
Sevilla FC	548
Juventus FC	544
Bayern Munich	536
Manchester United	536
Liverpool FC	530
Chelsea FC	530

Figure 24: Top 10 Clubs Successful in Away Games

In the last list, we grouped by own manager names to evaluate each manager's performance separately. Since there is two records for each game, we have made operations with only own manager names. Then, we take the count of their winnings listing in descending order and limited the result with 10. Finally, most successful managers can be seen with their winning counts.

Figure 25: Complex Query for Club Games

In the query above, we are listing top 10 competitors which has maximum goal count. The list consists of home club name, away club name, and sum of the goal counts so far.

Figure 26: Complex Query for Club Games

In the query above, we join club games table with clubs table to use club name and opponent club game instead of club IDs. Then, we order by the game ID. The purpose of the query is revealing the result which consists of the user input partially or completely.

5 Challenges

During the project, there happened some difficulties such as deciding the database configuration method and deciding the create table queries. While creating tables, some foreign keys, primary keys and type decisions are tried and changed in case of an error coming from MySQL.

Additionally, because some tables had so many records, we encountered some slow loading for the pages and get 'lost connection to server' error in some cases. We handled slow loading with pagination but for the error to server, we had to get rid of some data. After reducing the millions of data to a proper size using random sampling from Pandas library of Python, we solved the problems.

Furthermore, some data was wrong like non existing club ids exists in players table, duplicate values etc. We cleaned them also using Pandas.