The UEFA Champions League, often called the Champions League, is a preeminent annual soccer competition that captivates fans worldwide. Established in 1955 as the European Champion Clubs' Cup, it evolved into the UEFA Champions League in 1992, broadening its appeal. The modern format features 32 toptier club teams selected based on their domestic league performance, adding to the intrigue.



This electrifying event transcends sports, becoming a celebration of unity, culture, and national pride. Fans, draped in their countries' colors, create an electric atmosphere, making the tournament as much about the spectators as the players. Financially, the Champions League is a lifeline for clubs, boosting revenues and offering transformative opportunities. Nevertheless, it sparks debates about wealth disparities in European soccer.



The Champions League is synonymous with historic rivalries, underdog triumphs, and individual brilliance. For players, it represents a career pinnacle, while for fans, it's a cultural phenomenon. The iconic anthem and rituals enrich the soccer experience. In 200 words, the UEFA Champions League is the epitome of European soccer excellence, offering unforgettable moments, financial rewards, and a unique cultural impact, with 32 top clubs adding to its allure.

Schema name: SOCCER

Table Name(s): TBL_UEFA_2020 | TBL_UEFA_2021 | TBL_UEFA_2022

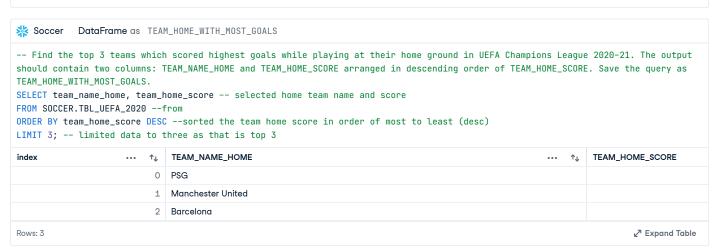
Note: All three tables have same column names and data types

	Column	Definition	Data type
STAGE		Stage of the March	VARCHAR(50)
DATE		When the match occurred.	DATE
PENS		Did the match end with penalty	VARCHAR(50)
PENS_HOME_SCORE		In case of penalty, score by home team	VARCHAR(50)
PENS_AWAY_SCORE		In case of penalty, score by away team	VARCHAR(50)
TEAM_NAME_HOME		Team home name	VARCHAR(50)
TEAM_NAME_AWAY		Team away name	VARCHAR(50)
TEAM_HOME_SCORE		Team home score	NUMBER
TEAM_AWAY_SCORE		Team away score	NUMBER
POSSESSION_HOME		Ball possession for the home team	FLOAT
POSSESSION_AWAY		Ball possession for the away team	FLOAT
TOTAL_SHOTS_HOME		Number of shots by the home team	NUMBER
TOTAL_SHOTS_AWAY		Number of shots by the away team	NUMBER
SHOTS_ON_TARGET_HOME		Total shot for home team	FLOAT
SHOTS_ON_TARGET_AWAY		Total shot for away team	FLOAT
DUELS_WON_HOME		duel win possession of ball - for home team	NUMBER
DUELS_WON_AWAY		duel win possession of ball - for away team	NUMBER

Column	Definition	Data type
PREDICTION_TEAM_HOME_WIN	Probability of home team to win	FLOAT
PREDICTION_DRAW	Probability of draw	FLOAT
PREDICTION_TEAM_AWAY_WIN	Probability of away team to win	FLOAT
LOCATION	Stadium where the match was held	VARCHAR(50)

Note that in Snowflake all databases, tables, and columns are upper case by default.

You will execute SQL queries to answer three questions, as listed in the instructions.



Soccer DataFrame as TEAM_WITH_MAJORITY_POSSESSION

-- TFind the team with majority possession for maximum number of times during UEFA Champions League 2021-22. The result should include two columns: TEAM_NAME and GAME_COUNT which is number of times the team had majority possession while playing soccer game. Save this query as TEAM_WITH_MAJORITY_POSSESSION

SELECT CASE WHEN possession_home > possession_away THEN team_name_home

WHEN possession_home < possession_away THEN team_name_away END AS team_name, -- created case argument that gives us home team name when the possession of the home team was more than the away team and vice versa. Also used this is groupby so that the result of this field would be the grouping in which the count below occurred.

COUNT(*) AS game_count --created a count so that it would count each time the team that had more possession game.

FROM SOCCER.TBL_UEFA_2021

WHERE team_name IS NOT NULL --do not want values of NULL

GROUP BY CASE WHEN possession_home > possession_away THEN team_name_home

WHEN possession_home < possession_away THEN team_name_away END -- created groupby with case when so that we can have the count in the select field group the count by the number of times each teams name appears

ORDER BY game_count DESC -- we want the team with teh highest games with most possession so we create desc list and limit to 1. LIMIT 1;

index	••• ↑↓	TEAM_NAME	••• ↑↓	GAME_COUNT
	0	Liverpool		
Rows: 1				∠ ⁿ Expand Table



-- Find the list of teams for each stage of the game, which won the duel in a match but still ended up losing the game in UEFA Championship 2022-23. The output should contain two columns: STAGE and TEAM_LOST. Save the query as TEAM_WON_DUEL_LOST_GAME_STAGE_WISE.

SELECT stage,

CASE WHEN duels_won_home > duels_won_away AND team_home_score < team_away_score THEN team_name_home

WHEN duels_won_home < duels_won_away AND team_home_score > team_away_score THEN team_name_away END AS team_lost -- we select the stage and create a case when statement that gives us the away team name and stage if they won duels but lost and another that does the same for the home team. Titled this column as team_lost

FROM SOCCER.TBL_UEFA_2022

WHERE team_lost IS NOT NULL --we do not want null values

↑↓	STAGE ··· ↑↓	TEAM_LOST ··· ↑↓
0	Group stage: Matchday 1	Chelsea
1	Group stage: Matchday 1	København
2	Group stage: Matchday 1	Juventus
3	Group stage: Matchday 1	Maccabi Haifa
4	Group stage: Matchday 1	Rangers
5	Group stage: Matchday 1	Liverpool
6	Group stage: Matchday 1	Porto
7	Group stage: Matchday 1	Bayer Leverkusen
8	Group stage: Matchday 1	Viktoria Plze?
9	Group stage: Matchday 1	Marseille
10	Group stage: Matchday 2	Ajax
11	Group stage: Matchday 2	Atletico Madrid
12	Group stage: Matchday 2	Barcelona
13	Group stage: Matchday 2	Tottenham Hotspur
14	Group stage: Matchday 2	RB Leipzig
15	Group stage: Matchday 3	Rangers
Rows: 56		