DataSetMaker.py Information

DataSetMaker.py contains 1 class, which represents the object that will create the data set and store it into the file. It contains the following **attributes**:

* Static Attributes
  + Columns: the titles of the columns for each data point
  + team\_stats: the stats that will be collected for each team
  + teams: the 2 teams in the game
  + summoners: list of the summoners in the game
  + summoner\_information: information about each summoner to be collected
  + summoner\_timeline: information in the timeline part of the API to be collected
  + summoner\_mastery: information about the summoner’s champion mastery to be collected
  + participant\_infomration: more information about the participant to pull from the API
  + participant\_stats: information about the stats from the game, where most of the data will be for each summoner
* Non-static Attributes
  + api\_key\_location: The relative of the text file that contains the API key to obtain the information
  + api\_key: The value of the API key
  + region: the region from which to pull the data
  + training\_data\_location: the relative path of the csv file to store the data
  + starting\_matchID: the match ID to be used a seed for the match iterator object (SummonerCrawler)
  + added\_matches: hashset that contains all the match ID’s that are already in the list, to ensure each data point in the CSV is a unique match
  + num\_data\_points: the number of data points that the maker will iterate through, defaults to 10000, if not specified
  + firstTower: the field that will store if for a particular match, the first tower was destoryed

It contains the following **methods:**

**Method Name:** \_\_init\_\_()

**Parameters:** self,api\_key\_location,region,training\_data\_location,starting\_match\_ID,num\_data\_points = 10000

**Returns:** None

**Description:** The constructor for the DataSetMaker will initialize the non-static attributes, and then build the columns attribute. It was done this way to promote the extensibility and modularity of the code. It will also initialize the hashset to get a set of all the current match IDs that are already in the data file.

**Method Name:** make\_training\_data()

**Parameters:** self

**Returns:** None

**Description:** Pulls data from the API, and writes it to the CSV, filling each column, then adding a new line character at the end. It will use the crawler as an iterator object

**Method Name:**

**Parameters:**

**Returns:**

**Description:**