# Detail report

Python project 2018

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### Architecture:

```
app.py
csv
games.csv
games.db
home.py
imdbscrape.py
json
games.json
serializer.py
templates
css
home.html
index.html
scss
style.scss
tests.py
timed.py
videogame.py
```

For our program we define the following classes :

- App : Initializes the app of the

- videogame : Datamodel with all the info that

- home.py: main method of the app with CRUD functions

- imdbScrape : all scrapping methods

- template :

- index.html : home page of the app

- style.css : style of the home page

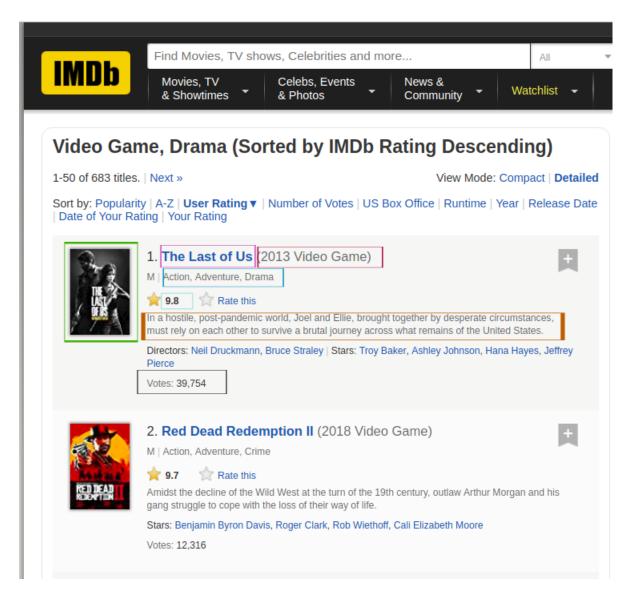
-tests : a set of tests to test the scrapping methods

- serializer : serializes to csv or json

- timed : Decorator to log the name of the function and the time it's been running for

#### Dataset:

The dataset chosen to scrape is IMDB video games sorted by rating



# We scrape the following data:

- Game's title
- Link to the game
- Image of the game
- Genre
- Release date
- IMDB rating
- Description

- Number of votes

#### Scrapers:

```
▼<div class="lister-top-right">
   ▶ <div class="ribbonize" data-tconst="tt2140553" data-caller=
   "filmosearch" style="position: relative;">...</div>
  ▼<div class="lister-item-image float-left">
   ▶ <a href="/title/tt2140553/?ref =adv li i">...</a>
  ▼ <div class="lister-item-content">
   ▼<h3 class="lister-item-header">
      <span class="lister-item-index unbold text-primary">1.</span>
      <a href="/title/tt2140553/?ref =adv li tt">The Last of Us</a>
      <span class="lister-item-year text-muted unbold">(2013 Video
      Game)</span>
     </h3>
   ▶ class="text-muted ">...
   ▶ <div class="ratings-bar">...</div>
   ▶ class="text-muted">,,,
   Non classes c/ns
```

We define the following functions:

- Scrape all games : findall elements with the tag "lister-item mode-advanced" which corresponds to a bloc of info concerning one game. we search in that all element that all the data we are interested in : e.g :

- Scrape poster by title : comparing the title given with the title scraped from all elements if one title matches, scrape the poster from the element

```
if title.lower() in game_title.lower():
    poster = element.find("img")['loadlate']
```

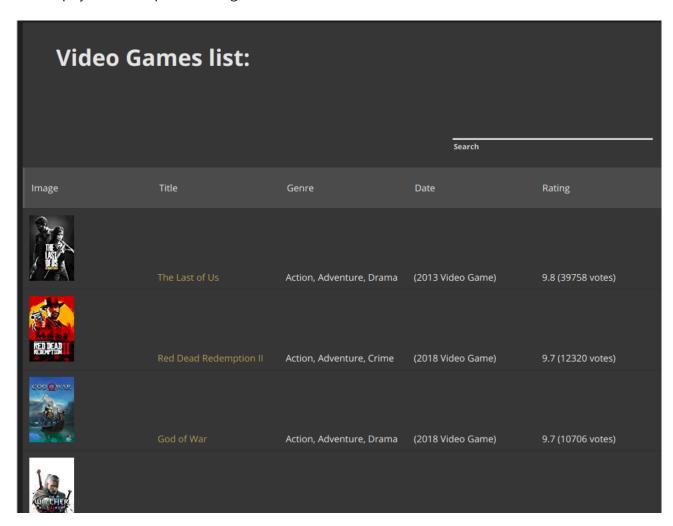
- Scrape full poster by title : same as previous function compare title if matches find the link of the game and find the poster in the convenient element in the links page

- -Scrape all posters of all games
- Display all games using toString() defined in the class videogame.

# Front-end Back-end:

We define the following functions:

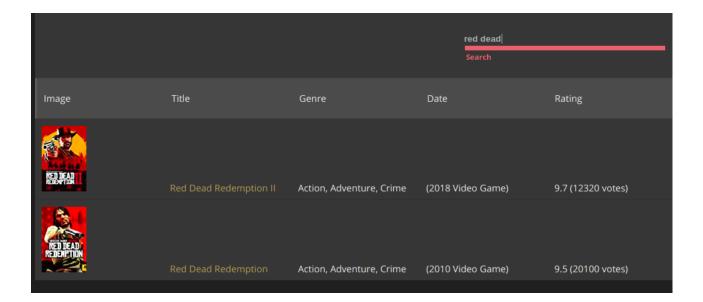
- Display all games : when we open the main page a list of all games is displayed. Clicking on the title of a game will redirect to the imdb page of the game. Hovering over the game will unscroll a screen that displays the description of the game.



## code:

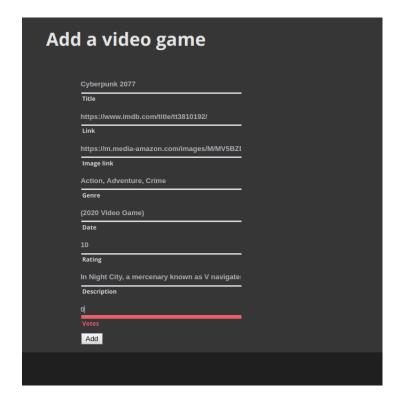
```
@timed(enabled=True)
@app.route("/", methods=["GET", "POST"])
def home():
    games = Videogame.query.all()
    return render_template("index.html", games = games)
```

- Search a game : typing a title of a game, or part of the title will display all the games matching



#### code:

- Adding a game : In order to add a game the user has to fill the form on top of the page with the game information



The game will then be added in the database and in the display of the page



Clicking on delete in front of any game will delete the game in question. To update the user has to change the genre of the game and hit update. the new genre will be added in the database replacing the old one.

# e.g : Delete code

```
@timed(enabled=True)
@app.route("/delete", methods=["POST"])
def delete():
    # Delete a video game from the database by id
    game_id = request.form.get("game_id")
    Videogame.query.filter_by(game_id=game_id).delete()
    db.session.commit()
    return redirect("/")
```

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#### Decorators:

@Timed seen in the previous code snippets is a decorator that displays the name of the function and the time it's been running for. The logs given by this decorator are then registered in a logs txt file.

```
def timed(enabled):
```

```
def dec_timed(func):
    if enabled:
        def exec_time(*args, **kwargs):
            logger = create_logger()
            start = time.time()
            result = func(*args, **kwargs)
            end = time.time()
            logger.info("{} ran in {}s".format(func.__name__, round(end - start, 2)))
            return result
            return exec_time
        else:
            return func
        return dec_timed
```

The decorator takes as argument enabled which gives the possibility to disable or enable the function.

When closing the application the database clears and closes in order not to have redundant data in the next use.

```
db.session.remove()
db.drop_all()
db.create_all()
```