During the months of July to August and the month of January many soccer teams spend millions purchasing players and contracts. The process can be difficult and sometimes stressful if the player signed does not succeed after making a switch from one club to another. Many teams still make the wrong decision even when they make this decision based on a players stats. This is because a lot of statistics can be misleading. The software in question will be able to rank players based on their effectiveness and take into consideration certain statistics that can be misleading. Based on these statistics the system will rank the players that perform best at each position to aid in making suggestions as to what kind of player a club should sign or sell.

The program will consist of several classes. The main class will be the player class. There will be three subclasses which are the forward which is for more attacking players, the midfielder for players that do both and the defender class for players specialized in defense. Each class and their list of objects can be listed below:

1. Player Class

    · Name: The name of the player

    · Height: Players height in m

    · Position: Position the plays is specialized in

    · Age: How old the player is

    · Games played: The amount of games played over 3 seasons

    · Minutes per game: The average amount of minutes played per game

2. Forward Class

    · Name: The name of the player

    · Height: Players height in m

    · Position: Position the plays is specialized in

    · Age: How old the player is

    · Games played: The amount of games played over 3 seasons

    · Minutes per game: The average amount of minutes played per game

    · Assists: The amount of times a pass from this player lead directly to a teammate scoring a goal

·   Goals scored: The amount of goals scored by this player over a specified time period

·   Shots per game: The amount of shots this player takes per game

·   Shot conversion rate: The percentage of this players shots that end up as goals

·   Chances created: Chances that this player created by passing the ball to a teammate that could have resulted in a goal but didn't

3.   Defender Class

·   Name: The name of the player

·   Height: Players height in m

·   Position: Position the plays is specialized in

·   Age: How old the player is

·   Games played: The amount of games played over 3 seasons

·   Minutes per game: The average amount of minutes played per game

·   Assists: The amount of times a pass from this player lead directly to a teammate scoring a goal

·   Clean sheets: The amount of games that this player started in which the opposing team has not scored a goal

·   Tackles: The amount of successful tackles this player has made over a specified time period

·   Interceptions: The amount of times this player has intercepted a pass that was made by an opposition player

·   Goals scored: The amount of goals scored by this player over a s

·   Tackle success rate: The percentage of the attempted tackles that this player wins over a specified time period

·   Ariel duel win percentage: The amount of times the player is able to win the ball in the air while under pressure from an opposition player

· Blocks per game: The amount of shots a player blocks per game using any legal part of his body

4. Midfielder Class

· Name: The name of the player

· Height: Players height in m

· Position: Position the plays is specialized in

· Age: How old the player is

· Games played: The amount of games played over 3 seasons

· Minutes per game: The average amount of minutes played per game

· Assists: The amount of times a pass from this player lead directly to a teammate scoring a goal

· Tackles: The amount of successful tackles this player has made over a specified time period

· Interceptions: The amount of times this player has intercepted a pass that was made by an opposition player

· Goals scored: The amount of goals scored by this player over a s

· Tackle success rate: The percentage of the attempted tackles that this player wins over a specified time period

· Ariel duel win percentage: The amount of times the player is able to win the ball in the air while under pressure from an opposition player

· Pass completion rate: The percentage of attempted passes of any kind made by the player that were successful

· Shot passes completed : The number of attempted passes that were made on the ground that made it to a teammate successfully

· Long passes completed: The number of attempted passes that were made in the air that made it to a teammate successfully

· Short pass completion rate: The percentage of short passes that were successful

·   Long pass completion rate: The percentage of long passes that were successful

In all professional leagues in the world these are common statistics that are recorded and or calculated and even produced for anyone to access. This program will take these statistics and use them to rank club transfer targets according to how best they perform their duties. Currently in the most popular leagues in soccer, stats like shot conversion rate and pass completion rate are used to determine how efficient a player can be. These statistics can be misleading if interpreted incorrectly. To better interpret the efficiency of a player some stats will be used in conjunction with others. This mean that there will be context behind each statistic and players can be ranked effectively.