

My Project

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1 Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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2 Class Documentation

2.1 project.Match Class Reference

Public Member Functions

- `def __init__ (self, url, tournament, first, second, time, fimg, simg)`
Constructor which will create the match object.
- `def print_match (self)`

Public Attributes

- `url`
Stores the url of the corresponding match on the Dream11 website.
- `tournament`
Stores the name of the tournament in which the match is held.
- `first`
Stores the name of the first team of the cricket match.
- `second`
Stores the name of the second team of the cricket match.
- `time`
Time left till the match commences.
- `fimg`
Url of the logo of the first team.
- `simg`
Url of the logo of the second team.
- `batsmen`
List of batsmen participating in the match.
- `bowlers`
List of bowlers participating in the match.
- `wk`
List of wicket keepers in the match.
- `ar`
List of all rounders in the match.

2.1.1 Detailed Description

Match class

This is a match class which will store upcoming match data fetched from the Dream11 website.

2.1.2 Constructor & Destructor Documentation

2.1.2.1 `__init__()`

```
def project.Match.__init__ (
    self,
    url,
    tournament,
    first,
    second,
    time,
    fimg,
    simg )
```

Constructor which will create the match object.

Data for some attributes like batsmen will be fetched later.

Parameters

<i>url</i>	url of perticular match.
<i>tournament</i>	list of tournament.
<i>first</i>	Name of first team.
<i>second</i>	Name of second team.
<i>time</i>	Time remaining to select team.
<i>fimg</i>	Flag image of first team.
<i>simg</i>	Flag image of second team.

2.1.3 Member Function Documentation

2.1.3.1 `print_match()`

```
def project.Match.print_match (
    self )
```

This method will print the match data of upcoming matches. The printing will be done in html format for ease of use.

2.1.4 Member Data Documentation

2.1.4.1 `ar`

```
project.Match.ar
```

List of all rounders in the match.

2.1.4.2 batsmen

`project.Match.batsmen`

List of batsmen participating in the match.

2.1.4.3 bowlers

`project.Match.bowlers`

List of bowlers participating in the match.

2.1.4.4 fimg

`project.Match.fimg`

Url of the logo of the first team.

2.1.4.5 first

`project.Match.first`

Stores the name of the first team of the cricket match.

2.1.4.6 second

`project.Match.second`

Stores the name of the second team of the cricket match.

2.1.4.7 simg

`project.Match.simg`

Url of the logo of the second team.

2.1.4.8 time

`project.Match.time`

Time left till the match commences.

2.1.4.9 tournament

```
project.Match.tournament
```

Stores the name of the tournament in which the match is held.

2.1.4.10 url

```
project.Match.url
```

Stores the url of the corresponding match on the Dream11 website.

2.1.4.11 wk

```
project.Match.wk
```

List of wicket keepers in the match.

The documentation for this class was generated from the following file:

- project.py

2.2 player.Player Class Reference

Public Member Functions

- `def __init__(self, name, credit)`
Constructor which will create the [Player](#) object.
- `def print_pl(self)`
- `def open_match(p, match)`
This method will open the particular match in web browser and fetch the players information and credits from the html returned by the webdriver.

Public Attributes

- `name`
Stores player name of some match.
- `credit`
Stores credit given to individual player.

2.2.1 Detailed Description

Player class

This is a player class which will store details of players playing in the particular match.

2.2.2 Constructor & Destructor Documentation

2.2.2.1 __init__()

```
def player.Player.__init__(  
    self,  
    name,  
    credit )
```

Constructor which will create the [Player](#) object.

Initialising some variables.

Parameters

<i>name</i>	Name of players.
<i>credit</i>	Individual player credit.

2.2.3 Member Function Documentation**2.2.3.1 open_match()**

```
def player.Player.open_match (
    p,
    match )
```

This method will open the particular match in web browser and fetch the players information and credits from the html returned by the webdriver.

Parameters

<i>p</i>	Object of class Project
<i>match</i>	Object of class project

2.2.3.2 print_pl()

```
def player.Player.print_pl (
    self )
```

This method will print the player data of particular match. The printing will be done in html format for ease

2.2.4 Member Data Documentation**2.2.4.1 credit**

```
player.Player.credit
```

Stores credit given to individual player.

2.2.4.2 name

```
player.Player.name
```

Stores player name of some match.

The documentation for this class was generated from the following file:

- player.py

2.3 project.Project Class Reference

Public Member Functions

- `def __init__(self, url)`
Constructor which will create the [Project](#) object.
- `def make_request(self)`
- `def parse(self)`

Public Attributes

- `url`
Stores url that will open in webbrowser.
- `matches`
Stores the details of matches that are live now.
- `driver`
This will provide connectivity with the browser.

2.3.1 Detailed Description

Project Class

This will open the required website in a browser and will parse the webpage to get required data.

2.3.2 Constructor & Destructor Documentation

2.3.2.1 __init__()

```
def project.Project.__init__(  
    self,  
    url )
```

Constructor which will create the [Project](#) object.

Initialising required variable.

Parameters

<i>url</i>	url to open in webbrowser.
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2.3.3 Member Function Documentation**2.3.3.1 make_request()**

```
def project.Project.make_request (
    self )
```

Provide connectivity with the browser using webdriver.

2.3.3.2 parse()

```
def project.Project.parse (
    self )
```

This parses the opened webpage and generates the data in a useable form.

2.3.4 Member Data Documentation**2.3.4.1 driver**

```
project.Project.driver
```

This will provide connectivity with the browser.

2.3.4.2 matches

```
project.Project.matches
```

Stores the details of matches that are live now.

2.3.4.3 url

```
project.Project.url
```

Stores url that will open in webbrowser.

The documentation for this class was generated from the following file:

- project.py

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