



Chess Elo Rating System Calculator

Intoduction to Programming Assignment 3 (Bonus Lab)

Team :

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Project Overview

The **Elo rating system** is a method for calculating the relative skill levels of players in zero-sum games such as chess.

Different organizations use different algorithms to reach the rating of a player in chess. Chess.com and FIDE have their own derived rating system.

Goals

1. To make the task of computing chess elo ratings easy
2. To have an intra-club standardized database of ratings of all chess players

Intended Users

1. Small scale chess clubs
2. Chess enthusiasts

Specifications

Number of Functions

6 functions :

- to calculate age
- to find rating of **unrated** player
- to find rating difference of matches between player
- to find an estimated score
- to find actual score based on win lose
- to increase or decrease rating based on difference of estimated and assumed score

Classes defined

1 class

- chessplayer: This class is the blueprint for all objects

Libraries used

We have used the **datetime** library to calculate the age of a player. We have achieved this by subtracting their year of birth from the current year

Lines of Code

143

Time spent on the project

3 hours

Future Scope

1. We wish to maintain a data file for each player who registers to **store their data** separately.
2. We propose to convert this into a fully functional website which can be used by :
The **65th Square**: Chess club of IIITD Club