# Data-607 Week-4 Project1

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## 1] Library Initialization

```
library(stringr)
```

## Warning: package 'stringr' was built under R version 3.4.3

## 2] Read Data

```
col.names <- c("PairNum", "PalyerName", "TotPts", "Round1", "Round2", "Round3", "Round4", "Round5", "Round
```

## 3 Remove white spaces

```
player.data <- subset(player.data, !PalyerName == "")
player.data = as.data.frame(sapply(player.data, str_trim))</pre>
```

#### 4 Add State and players pre rating columns

```
player.tmp = player.data[seq(2, nrow(player.data), 2), ]
player.data = player.data[seq(1, nrow(player.data), 2), ]
player.data$PlayerState = player.tmp$PairNum
player.data$PlayerPreRanking = str_trim(str_extract(player.tmp$PalyerName, "[[:blank:]]{1}[[:digit:]]{3}
```

## 5] Transform Opponent players

```
TransformPoints = function(x)
{
   str_trim(str_extract(x, "[[:space:]]+[[:digit:]]{1,2}"))
}
player.data[4:10] = sapply(player.data[4:10], TransformPoints)
```

## 6 Calculate opponent players pre-rating

```
for (i in 1:nrow(player.data)) {
  for(j in 4:10) {
    player.data[i,j] <- player.data[player.data$PairNum == player.data[i,j],12][1]
  }
}</pre>
```

# 7] Calculate players avg rating

```
player.data[4:10] = sapply(player.data[4:10], function(x) as.numeric(x))
player.data$AvgRating <- round(rowMeans(player.data[, c(4:10)], na.rm = TRUE), 1)</pre>
```

## 8 Create final output

```
player.data.out = subset(player.data, TRUE, c(PalyerName, PlayerState, TotPts, PlayerPreRanking, AvgRat
write.csv(player.data.out, file = "output.csv", row.names = FALSE)
```