







BLG 317E - Database Systems - Semester Project Made by KickStats

WHO ARE WE AND WHAT WE ARE RESPONSIBLE FOR?

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OVERVIEW

The project focuses on creating an interactive and feature-rich platform that utilizes a relational database to handle and visualize a complex dataset.

The interaction in our case is the one between the Admin and the user, as will be demonstrated later.

FEATURES OF OUR WEB APP

01

Relational Database Design

A fully normalized database with optimized tables and queries.

RESTful API

Serves as the communication layer between the backend and frontend for smooth data transfer. 03

02

CRUD Operations

Comprehensive Create, Read, Update, and Delete functionalities.

Data Validation

Ensures the integrity and consistency of the data before it's stored in the database.

04

FEATURES OF OUR WEB APP **Dynamic Web Interactive** Interface **Elements** 07 Built using modern frameworks, Includes clickable buttons, offering a user-friendly and navigational menus, and modals visually appealing UI. for enhanced interactivity. **Data Visualization** Presents complex data through charts, tables, and other graphical representations.

Tools used to achieve compatability

Frontend	React js – Next js – Recharts – Css modules
Backend	Flask
Database	MySQL

ABOUT OUR CHOSEN DATASET

Our dataset focuses on basketball games and team performance in tournaments like EuroLeague and EuroCup (2007–2023). It includes detailed game statistics, offensive and defensive metrics, and player contributions, organized seasonally for trend analysis.

Why This Dataset?

Rich, diverse, and perfectly aligned with our project's goal to compare and visualize team performance dynamically.









Handling empty
Integers and
corrupted
values

Dorsal to -1

Winner column



Handling empty Integers and corrupted values

```
# Replace empty cells in the specified columns with 0
for column in columns_to_process:
    df[column] = df[column].fillna(0)

# Compare and update values for specific conditions
# Compare score_extra_time_1_a with score_quarter_4_a

df['score_extra_time_1_a'] = df.apply(
    lambda row: 0 if row['score_extra_time_1_a'] == row['score_quarter_4_a'] else row['score_extra_time_1_a'], axis=1
)

# Compare score_extra_time_1_b with score_quarter_4_b

df['score_extra_time_1_b'] = df.apply(
    lambda row: 0 if row['score_extra_time_1_b'] == row['score_quarter_4_b'] else row['score_extra_time_1_b'], axis=1
)
```



Dorsal to -1

```
# Load the dataset
file_path = folder_path + file_name
df = pd.read_csv(file_path)

# Replace "TOTAL" in the "dorsal" column with -1
df['dorsal'] = df['dorsal'].replace("TOTAL", -1)

# Save the modified DataFrame to a new file with "_filtered" suffix
filtered_file_path = folder_path + file_name.replace('.csv', '_filtered.csv')
df.to_csv(filtered_file_path, index=False)
```



Winner column

```
# Load the dataset
file_path = folder_path + file_name
df = pd.read_csv(file_path)

# Create the 'winner' column based on the conditions
df['winner'] = df.apply(
    lambda row: 'team_a' if row['score_a'] > row['score_b'] else ('team_b' if row['score_a'] < row['score_b'] else 'draw'),
    axis=1
)

# Save the modified DataFrame to a new file with "_with_winner" suffix
output_path = folder_path + file_name.replace('.csv', '_with_winner.csv')
df.to_csv(output_path, index=False)</pre>
```







Merging Columns

Adding Zeros

Team Data
Table Creation

Merging Columns

```
CUP_PLAY_BY_PLAY:
  game_play_id
                    player_id
                                   game_id
                                                            CUP_BOX_SCORE:
  U2007_001_003 | U2007_P000168 |
                                  U2007_001
  U2007_001_004 | U2007_P000168
                                  U2007_001
                                                               game_player_id
  U2007 001 005 | U2007 P000643
                                  U2007_001
                                                              U2007_001_P000168
                                                              U2007_001_P000168
CUP_PLAY_BY_PLAY:
                                                              U2007_001_P000643
  game_play_id
                   game_player_id
  U2007_001_003 | U2007_001_P000168
  U2007_001_004 | U2007_001_P000168
  U2007_001_005 | U2007_001_P000643
```

Adding Zeros

```
CUP_POINTS:
CUP_PLAY_BY_PLAY:
                                                        game_player_id
                                                                           game_play_id
                     | game_play_id
   game_player_id
                                                       U2007_001_P000168 |
                                                                           U2007_001_004
                                                       U2007_001_P000317
                                                                           U2007_001_262
  U2007_001_P000168
                      U2007 1 4
                                                       U2007_001_PBAT
                                                                           U2007_001_080
  U2007 001 P000317
                      U2007 1 262
  U2007_001_PBAT
                      U2007_1_80
                                     CUP_PLAY_BY_PLAY:
                                       game_play_id
                                        U2007_001_004
                                       U2007_001_262
                                        U2007_001_080
```

Team Data Table Creation



Search Team Data

Collect all team names and abbreviations, then create a CSV file.

Match Logos

Check for matching folder names and add a logo URL column where applicable.

Create & Load Table

Create the MySQL table and load the CSV data into

it.

SQL Data Setup for Before Website

01

CREATE

Define tables with columns, no relationships yet.

02

LOAD

Import data from .CSV files.

03

ELIMINA? E

Remove problematic rows.

04

RELATE

Add relationships between tables.

WEBSITE PURPOSE



ADMIN

Provides direct UI for the ADMIN to edit the data inside the website

USER

Allows the user to visualize the data without the need to read complex tables



Functionalities

Admin View

CRUD

Uses SQL clauses and operators (e.g WHERE, ORDER BY)

Filtering, sorting, and column selecting

Pagination

User view

No CRUD

Uses complex queries (e.g JOIN)

View statistics, match results, and players performance in each season

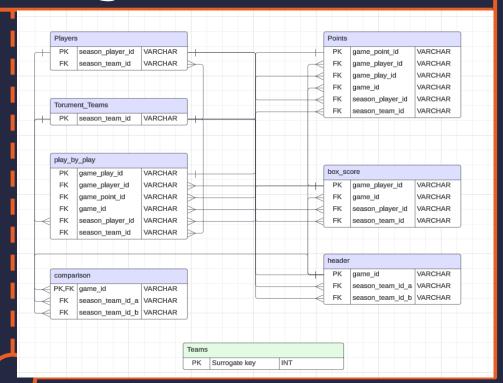
ER Diagram

Master Key

All of our keys started by season (e.g E2007)

This concept was used throughout all of our user view features

It allows the user to select the season data they want to visualize



DATABASE DESIGN

2 X Relations

We used both tables of Euroleague and Eurocup for completeness

Data cleaning

Cleaned the data using scripts (e.g removing duplicate PKs in some tables)

Logo Table

Added Logos table for the user view design

Table dependency

Made header table as main and comparison as secondary due to them using the same PK



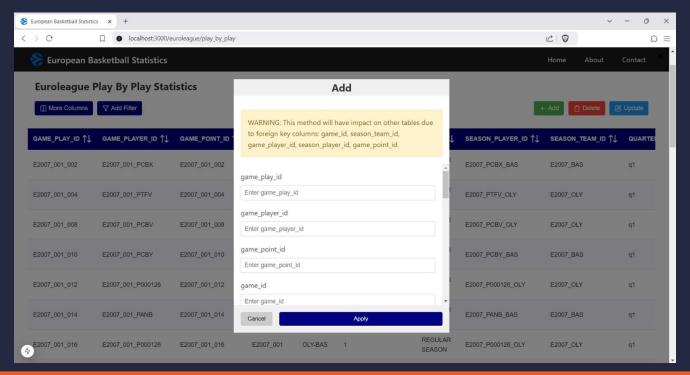
FINDING A DATASET



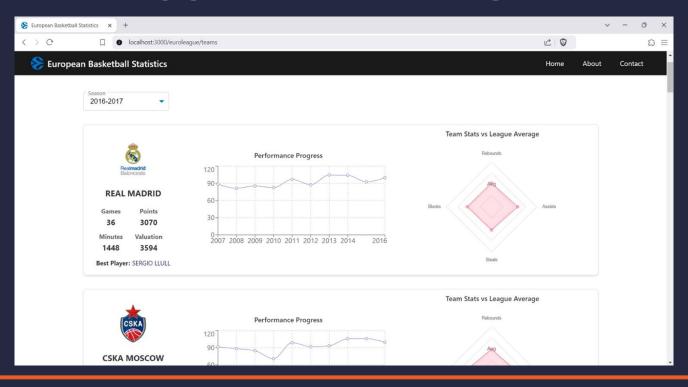
SQL



ADMIN VIEW PAGE



USER VIEW PAGE





THANK YOU

