

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace DAL
8 {
9     public static class predictor
10     {
11         public static void predict (List<prediction> ls)
12         {
13             foreach (prediction pred in ls)
14             {
15                 int hplay = FPLFunctions.getNumHPlayByTeamId(1);
16                 int hGF = FPLFunctions.getGFHByTeamId(1);
17                 int hGA = FPLFunctions.getGAHByTeamId(1);
18                 float hAttStrength = hGF / hplay;
19                 Console.WriteLine(hAttStrength);
20             }
21         }
22     }
23 }
24
```