Game Prediction

Database Management System Mini-Project

Abstract:

The winner among two teams in any sport is generally predicted by the team's previous encounters. The previous encounters may include criteria such as their winning history, world ranking, venue of the sport, etc.,

The project mainly aims at understanding techniques such as averages, normality tests, non-parametric tests and regression. The project is loosely based on data analytics.

In the project we have used all the concepts that we have learnt in our course of study which include topics such as relations, queries, relational algebra, normalization, views, etc.,

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