Meeting 11 September 2018.

Present: All

(missed the first 10 mins roughly)

Stephen, when he gets match data, puts it in a dictionary. Match key is one, quarters is another one. But it has made it more complex. But it has made it easier to search.

Marco: The sort on there is the generic list object, the list method that comes with visual studio. Marco confirming that he needs to create his own sort function. For example (Stephen) you can filter the teams you want or don’t want, to be filtered. It’s very common code, should be able to be found for adaptation easily.

Marco wants to do the coding Stephen’s way. Stephen has a few filters that are passed in. The first player is just getting the player ID and the player object. But essentially he is building the scatter model. Which is just a class, which has the list of the interchanges, a dictionary, etc.

Shauns code is dynamic, but not completely dynamic, so Marco shouldn’t follow his way solidly either.

Stephen says that GFC can pick the date range, and the player. And from that the data which will come back will give them the single player’s bench, rotation, etc data.

Stephen wondering if, when the database becomes huge, big dataset, if it will crash his code. Going to make sure that the code works with smaller dataset, and then will attempt a larger dataset.

Marco to put screenshots of where the break is, and the error messages that the system gives back when it errors, so that Stephen can see if he can fix those errors.