

# Low Level Design

**NBA Draft Combine Measurements** 

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1. NBA Draft Combine Measurement



## **DOCUMENT CONTROL**

# Change Record:

Version	Date	Author	Comments
0.1	10-Apr-2022	Author 1	Introduction

## **Approval**

Version	Review Date	Reviewed By	Approved By	Comments



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### 1. Introduction

## 1.1 What is Low-Level design document?

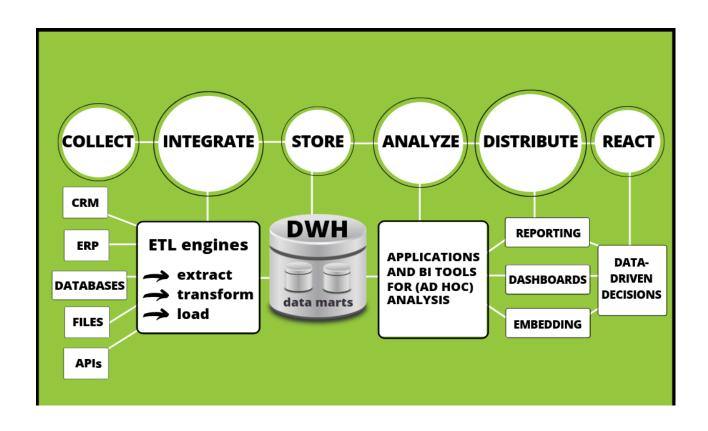
The goal of the LDD or Low-level design document (LLDD) is to give the internal logic design of the actual program code for the House Price Prediction dashboard. LDD describes the class diagrams with the methods and relations between classes and programs specs. It describes the modules so that the programmer can directly code the program from the document.

### 1.2 Scope

Low-level design (LLD) is a component-level design process that follows a step-by-step refinement process. The process can be used for designing data structures, required software architecture, source code and ultimately, performance algorithms. Overall, the data organization may be defined during requirement analysis and then refined during data design work.



#### 2. Architecture



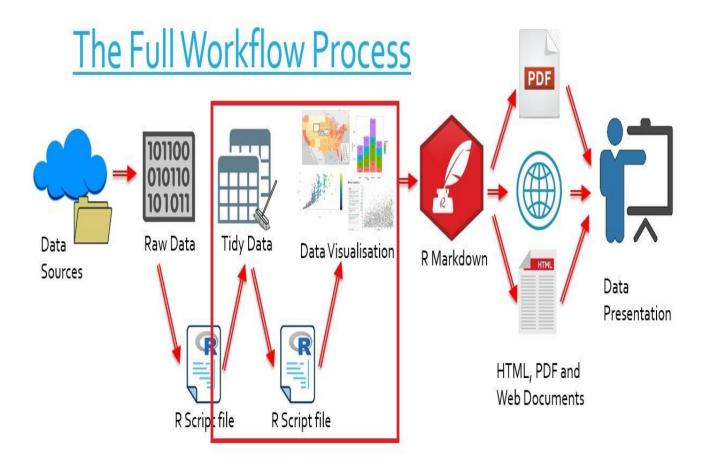
## **Plotly Server Architecture**

Almost every Data Science project requires some kind of visualization, like visualizing the input data, exploratory data analysis using histograms or scatter plots, finding outliers or plotting statistics using box and whisker plots, visualizing the relationship between nodes using network diagrams, checking the relationships between variables using correlation matrices, visualization techniques to help understand relationships within high-dimensional datasets, visualizing the performance of the models, or the train history, etc.

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# **Plotly Communication Flow**



# 3. Architecture Description

### 3.1. Data Description

The data set contains weight, height ,sprint , body fat , player name,wingspan,agility,etc. of the NBA players.

- 1.Year In which year player played the match (in integer).
- 2.Body Fat player's fat on his body (in float)

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- 3. Wingspan player's wingspan (in float)
- 4. Sprint player's sprint value (in float)
- 5. Bench player's bench value (in float)
- 6. Standing Reach player's standing reach value (in float)
- 7. Agility player's agility value (in float)
- 8. Draft pick player's draft pick value (in float)
- 9. Weight Player's weight (in float)

#### 3.2. Web Scrapping

Web scraping is a technique to automatically extract content and data from websites using bots. It is also known as web data extraction or web harvesting. Web scrapping is made simple now days, many tools are used for web scrapping. Some of python libraries used for web scrapping are Beautiful Soup, Scrapy, Selenium, etc.

#### 3.3. Data Transformation

In the Transformation Process, we will convert our original datasets with other necessary attributes format. And will merge it with the Scrapped dataset.

#### 3.4. Data Insertion from csv files

- 1 . Download the dataset from open sources(kaggle) or github and store it in your local system where you can easily access it.
- 2 Import important libraries required for viewing the dataset in your local IDE

#### 3.5 Representation of results using python libraries

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#### Step 1. Configuring Pandas, Numpy, Matplotlib, Seaborn

Launch jupyter on your local system and import the libraries as shown in the picture.

# Importing important libraries

```
import pandas as pd
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
%matplotlib inline
```

Step 2. Import plotly and cufflinks

#### **Using Plotly**

```
from plotly.offline import iplot
import plotly as py
import plotly.tools as tls
import cufflinks as cf

import plotly.offline as pyo
import plotly.graph_objs as go
pyo.init_notebook_mode()
cf.go_offline()
```

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You need to initiate the Plotly Notebook with <code>init\_notebook\_mode</code> to use plotly in local environment, also note that when you call <code>py.iplot</code> it is still calling the plot function from online plotly module, you need to import the <code>iplot(not plot)</code> from <code>plotly.offline</code> and use it for offline plot and inside notebook rendering.

The cufflinks library binds the power of plotly with the flexibility of pandas for easy plotting cufflinks.

# Plots using cufflinks

```
[]: ### All cufflinks themes
[]: cf.getThemes()
[]: cf.set_config_file(theme='solar')
     df6.iplot(x = 'Wingspan' , y = 'Player', mode = 'markers', color="pink", xTitle = "Year" , yTitle = 'Player')
[]: # The above plot shows that most of the players have wingspan between 80-86 and
     # the players having maximum wingspan is Rudy Gobert
[ ]: df6.plot(figsize=(20,20))
[]: cf.set config file(theme = 'pearl')
     df6.iplot(kind ='scatter',mode = 'markers',x = 'Sprint',y = 'Body Fat',xTitle='Sprint',yTitle = 'Year')
```

#### Step 3. Import plotly express

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# import PLOTLY.EXPRESS

# import plotly.express as px

To use the plotly express we need to first import plotly express and the we can call different graphs of plotly.express.

#### Graphical plots using plotly express

```
fig = px.parallel_categories(df6,color='Year',color_continuous_scale=px.colors.sequential.Inferno)
 fig.show()
fig = px.line(df6,x="Year",y="Weight",color = "Sprint",line_group="Player",hover_name="Player",line_shape="spline",render_mode="spline", fig = px.line(df6,x="Year",y="Weight",color = "Sprint",line_group="Player",hover_name="Player",line_shape="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mode="spline",render_mo
 fig.show()
```

#### Area plot betwen year and player

```
fig = px.area(df6,x="Year",y="Player",color = "Draft pick",line group="Hand (Width)")
fig.show()
###### Sunburst plot
fig = px.sunburst(df6,path=['Standing reach','Body Fat'],values='Agility',color = 'Hand (Length)')
fig.show()
```

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#### **Step 4: Configuring Data Source**

#### Importing all dataframes

```
[3]: df1=pd.read_csv("2012_nba_draft_combine.csv")
    df2=pd.read_csv("2013_nba_draft_combine.csv")
    df3=pd.read_csv("2014_nba_draft_combine.csv")
    df4=pd.read_csv("2015_nba_draft_combine.csv")
    df5=pd.read_csv("2016_nba_draft_combine.csv")
```

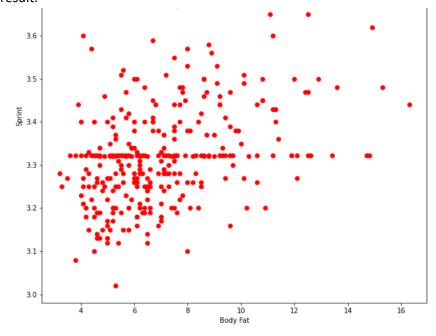
#### Combining all dataframes

```
[4]: df6=pd.concat([df1,df2,df3,df4,df5],axis=0)
```

The data can be found from open source and can be imported and merged using pandas.

#### **Step 5: Deployment**

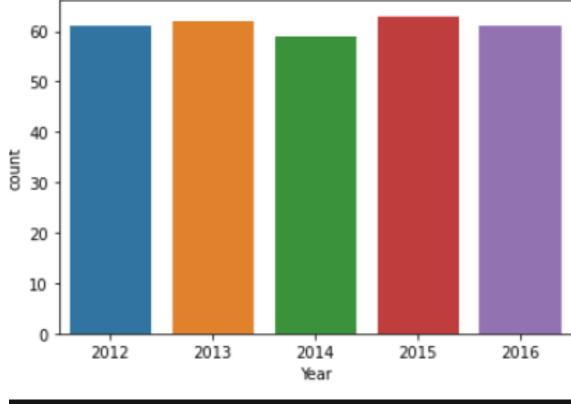
Once we have completed all the coding part ,then its time to deploy our model and check the result.

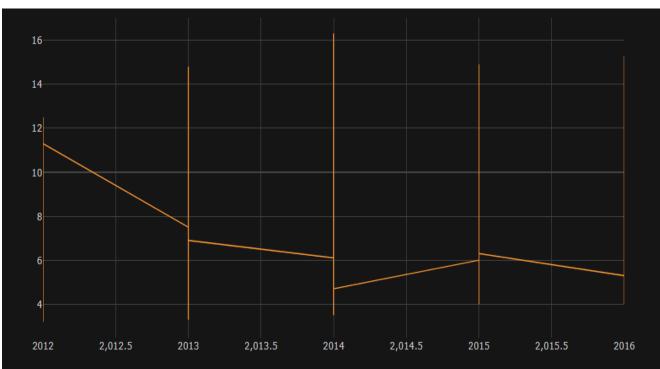


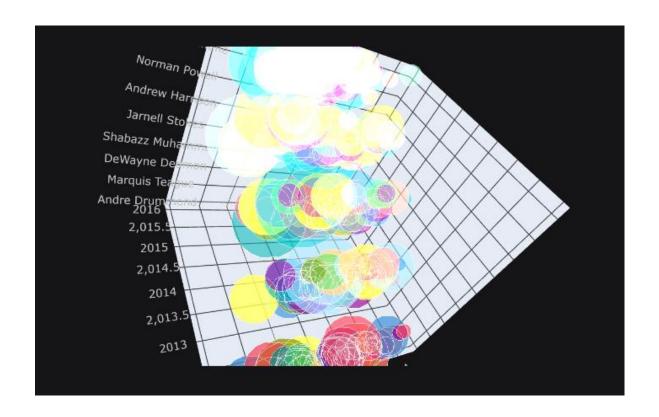


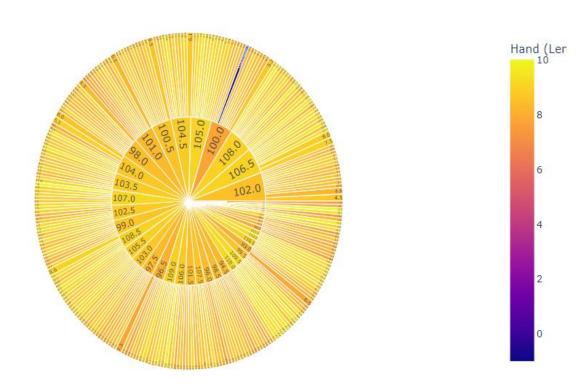












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