World (up 2018 Hub



World Cup 2018 Bracket Picker: This part of the program lets the user fill out a complete bracket of the World Cup from start to finish. It first asks users to input which teams will advance from each group, and then takes that input and formats it how the World Cup actually works. This programs relies on loops as well as carrying variables forward to well.



World Cup Champion Percentage Likelihood

The proce of the project calculates of facilities of a term proximating, in the 2018 World Cup to be the champion. By using a well-known open analysis engagement caude the Pylangerean Experiment (notwoe below) was excluded the facilities of a certain turns to wen a fall. We placed every term and their processing, chances of swrongs into a Parados Dunlatiment. The programs that did not be recording chances of swrongs into a Parados Dunlatiment. The programs that did not be recorded to the result of the control of the state of the programs and did not be recorded to the proper that the program to the state of the program to the proper to the program to the pro

Pythaeorean Expectation:

Champion Likelihood Percentag

of goals scored by team during 2018 season

8 of goals scored by team thiring 2018 season + 8 of goals scored against team thiring 2011 season

2018 World Cup Quiz-This part of the project is designed to be an interactive program for the user. It asks the user a series of questions about football and preferences. It then categorizes the response into certain lists and then the computer randomly picks a certain team of that said category. The goal of this program is to help a user determine what team they might want to cheer on in the upcoming 2018 World Cup. This program relies heavily on if, else, and, or statements to provide the final answers. With each team that is chosen you receive a description of what to know about the national team.







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