NBA Storage

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Purpose

- It's difficult to keep track of the NBA. With each team playing 82 games a season plus playoffs, there's just too much happening at once.

- Most people have favorite teams or players that they care about, and would rather focus on them instead of the whole league.

- NBA Storage gives users the opportunity to sort through their favorite players, teams, or even conferences and store the data they find most important.

- Rather than constantly having to search online for statistics, users can keep track of the data that matters most to them in their own personal storage system.

How it all works

- When starting the program, the user has different functionalities to choose from: including creating csv files, getting quick up-to-date stats, and more.
- Once a functionality is selected, the user can decide to look for certain conferences, teams, or individual players statistics.
- If the user chooses to get quick stats, the data will be readily displayed to them.
- If the user choose to create a csv file, the data will be stored in a separate csv file for later usage.

Organizing the Code

- The code is separated into four main parts: the class definitions, the url builder, the data scraper, and the main module.
- Classes are separated into Conference, Team, and Player objects. Each of these classes is linked to the options available in the main menu selections.
- The url builder allows us access to the website we scraped our data from.
- The data scraper gets us the important information the user seeks from our program.
- Finally the main module raps up all of our code into a neat, user friendly menu.

Live Demo

- We will now give a quick demo of our program to demonstrate what we have been talking about.
- This program is still in the development process, so stay tuned for further updates.