# UEFA RANKING SYSTEM

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| |  | | --- | | Daniel Fulham | | Technologies: ASP.NET, MVC 5, Azure Cloud Services, Azure SQL Database with Entity Framework, Android, Web API 2, C# | | C:\Users\Daniel\Pictures\profiler.PNG |

## Project Overview

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| UEFA Ranking System is an Android Application that provides the user with a live look of the current Qualification and Seeding status of teams entering the Champions League Qualifying Rounds. The app is connected to a secure WEB API hosted by a Web Service on Microsoft Azure. A live record of standings for each European League, Team Ranking and Country Ranking is stored on an Azure SQL Database.  The UEFA Ranking Algorithm is fully implemented and by using the data stored, API’s are created that allow the App to pull down the correct teams entering each round and determine whether they are seeded in that round. A lot of teams are currently in limbo as to what round they will be entering and whether they will be seeded. Rather than waiting for all leagues to finish confirming seedings, the App provides an insight as to how the Qualifying Rounds will look should all leagues finish presently.  The App is user-friendly with the goal of providing all necessary information a user requires who would be concerned with the UEFA Champions League seedings.   |  | | --- | | 1st Qualifying Round (Six Teams Enter) | | Seeded Teams Country Coefficient Unseeded Teams Country Coefficient  Levadia Tallinn Estonia 4.575 Bananta Yerevan Armenia 1.325  HB Torshavn Faroe Islands 3.175 La Fiorita San Marino 0.699  FC Santa Coloma Andorra 2.166 Lincoln Red Imps Gibraltar 0.000 | |