NFL Socket Programming Project

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CYSE 250

04 December 2023

Problem Statements: When deciding to create this program, my goal was to design a simple server capable of quickly gathering information on NFL league MVP statistics. Rather than navigating multiple websites for various information, my program shortens the process. Users can effortlessly input the desired year, instantly revealing the MVP of that season along with the pivotal statistics that secured their award. Although the current program focuses on the most prominent player stats, it's flexible and can be easily tailored to incorporate additional categories for a more detailed experience. The biggest problem I had developing this program was mastering the communication between the server and the client. It took a while to get the server working to where it displays the statistics after the user year entry, and it involved a lot of checking the indentations in my code to get it working properly.

Hardware/Software Used: I utilized my Lenovo Legion Laptop to create the program, and my laptop currently runs Windows 11 Operating System with a 64-bit OS. The application I used to construct the code was the same Python IDLE application we've been using throughout the semester.

Results: Order: Server Code 1, Server Code 2, Client Code, Results. For the code, I utilized a dictionary to store the player's information. I utilized a defined function and if statements to ensure the client is inputting a valid year. If a valid year is chosen, a for loop is called which will loop through the stat and value as defined in the dictionary to display the proper statistics.

```
import socket
HOST = 'localhost'
PORT = 5002
BUFSIZE = 1024
ADDRESS = (HOST, PORT)
           _mvp_data = {
    2000: ('MVP': 'Marshall Faulk', 'Rushing Yards': 1359, 'Rushing Touchdowns': 18, 'Receiving Yards': 830, 'Receiving Touchdowns': 8},
    2001: ('MVP': 'Kurt Warner', 'Passing Yards': 4830, 'Passing Touchdowns': 36, 'Interceptions': 22),
    2002: ('MVP': 'Rich Gannon', 'Passing Yards': 4689, 'Passing Touchdowns': 26, 'Interceptions': 10),
    2003: ('MVP': 'Peyton Manning', 'Passing Yards': 4267, 'Passing Touchdowns': 29, 'Interceptions': 10),
    2004: ('MVP': 'Peyton Manning', 'Passing Yards': 4857, 'Passing Touchdowns': 29, 'Interceptions': 10),
    2005: ('MVP': 'Shaun Alexander', 'Rushing Yards': 1880, 'Rushing Touchdowns': 27, 'Receiving Yards': 28, 'Receiving Touchdowns': 1),
    2006: ('MVP': 'Shaun Alexander', 'Rushing Yards': 1815, 'Rushing Touchdowns': 28, 'Receiving Yards': 508, 'Receiving Touchdowns': 3},
    2007: ('MVP': 'TaDanian Tomlinson', 'Rushing Yards': 1815, 'Rushing Touchdowns': 28, 'Receiving Yards': 508, 'Receiving Touchdowns': 3},
    2008: ('MVP': 'Peyton Manning', 'Passing Yards': 4002, 'Passing Touchdowns': 27, 'Interceptions': 12,
    2009: ('MVP': 'Peyton Manning', 'Passing Yards': 4500, 'Passing Touchdowns': 33, 'Interceptions': 16,
    2010: ('MVP': 'Peyton Brady', 'Passing Yards': 4500, 'Passing Touchdowns': 36, 'Interceptions': 4},
    2011: ('MVP': 'Aaron Rodgers', 'Passing Yards': 5477, 'Passing Touchdowns': 12, 'Receiving Yards': 217, 'Receiving Touchdowns': 1},
    2013: ('MVP': 'Peyton Manning', 'Passing Yards': 5477, 'Passing Touchdowns': 38, 'Interceptions': 10,
    2014: ('MVP': 'Aaron Rodgers', 'Passing Yards': 5477, 'Passing Touchdowns': 38, 'Interceptions': 10,
    2015: ('MVP': 'Matt Ryan', 'Passing Yards': 4577, 'Passing Touchdowns': 38, 'Interceptions': 646, 'Rushing Touchdowns': 10, 'Interceptions': 10,
    2016: ('MVP': 'Matt Ryan', 'Passing Yards': 4944, 'Passing Touchdowns': 38, 'Interceptions': 8},
    2018: ('MVP': 'Matt Ryan', 'Passing Yards': 4944, 'Passing Touchdowns': 38, 'Interceptions': 12},
    2018: ('MVP': 'Matt Ryan', 'Passing Ya
nfl_mvp_data =
               2022: {'MVP': 'Patrick Mahomes', 'Passing Yards': 5250, 'Passing Touchdowns': 41, 'Interceptions': 12},
def process_client_message(client, message):
               if not message:
                              print('Client Disconnected')
                               client.close()
                elif message.lower() == 'quit':
                              print('Client requested to exit')
                               client.close()
                elif message.isdigit():
                               year = int(message)
```

```
def process client message(client, message):
    if not message:
        print('Client Disconnected')
         client.close()
    elif message.lower() == 'quit':
        print('Client requested to exit')
         client.close()
    elif message.isdigit():
        year = int(message)
         if year in nfl_mvp_data:
             reply = f"NFL MVP in {year}: {nfl_mvp_data[year]['MVP']}\n" \
    f"Statistics:\n"
             for stat, value in nfl_mvp_data[year].items():
    if stat != 'MVP':
        reply += f"{stat}: {value}\n"
             client.sendall(reply.encode())
         else:
             error message = f"No data available for NFL MVP in {year}"
             client.sendall(error message.encode())
         error_message = "Invalid input. Please enter a valid year (2000-2022) or 'exit' to quit."
        client.sendall(error_message.encode())
server = socket.socket()
server.bind(ADDRESS)
server.listen()
while True:
    print('Waiting for connection ...')
    (client, address) = server.accept()
    print('Connecting from:', address)
client.send('Welcome to the server '.encode())
        client.sendall('Enter a year from 2000-2022 to view the NFL league MVP and their statistics, or type quit to exit: '.encode())
        message = client.recv(BUFSIZE).decode()
        process_client_message(client, message)
```

```
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File Edit Format Run Options Window
import socket
HOST = 'localhost'
PORT = 5002
BUFSIZE = 1024
ADDRESS = (HOST, PORT)
client = socket.socket()
client.connect(ADDRESS)
print(client.recv(BUFSIZE).decode())
while True:
    year input = input('> ')
    client.sendall(year input.encode())
    if year input.lower() == 'quit':
        print('Exiting...')
        break
    response = client.recv(BUFSIZE).decode()
    print(response)
    print()
```

