2.5 Shotchart braižymas

```python
In [ ]:   1  from nba_api.stats.endpoints import shotchartdetail
```

```python
In [ ]:   1  # Yra sukurti pagalbiniai failai, kurie padeda surasti komandos ir žaidėjo ID
```

```python
In [34]:  1  teams = json.loads(requests.get('https://raw.githubusercontent.com/bttmly/nba/master/data/teams.json').text)
```

```python
In [35]:  1  players = json.loads(requests.get('https://raw.githubusercontent.com/bttmly/nba/master/data/players.json').text)
```

```python
In [36]:  1  # Susikuriame funkcijas kaip gauti ID pagal komandos/žaidėjo pavadinimą
```

```python
In [39]:  1  # Komandos:
          2  def get_team_id(team):
          3      for team in teams:
          4          if team['teamName'] == team:
          5              return team['teamId']
          6      return -1
```
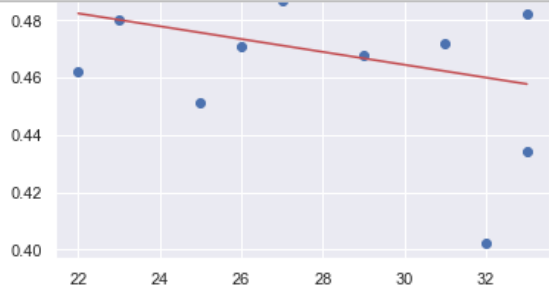
```python
In [40]:  1  # Žaidėjo:
          2  def get_player_id(first, last):
          3      for player in players:
          4          if player['firstName'] == first and player['lastName'] == last:
          5              return player['playerId']
          6      return -1
```

```python
In [ ]:   1  #surandame JV ID
```

```python
In [44]:  1  get_player_id('Jonas', 'Valanciunas')
```

```
Out[44]:  202685
```

```python
In [326]: 1  r_squared = model.score(X, y)
          2  r_squared
```

```
Out[326]: 0.09472000198151331
```

```python
In [ ]:   1  #labai netikslu, tai reiškia nepriklauso
```
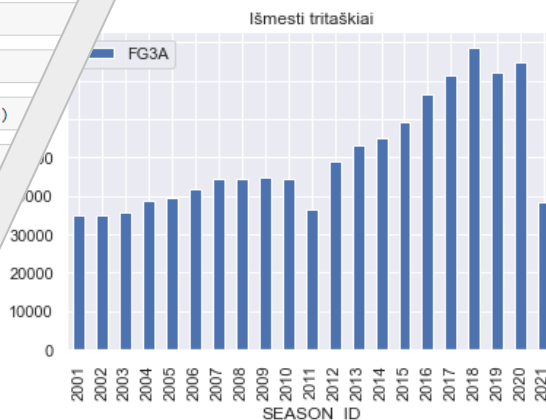
```python
In [327]: 1  steph.plot.scatter('PLAYER_AGE', 'FG_PCT')
```

c argument looks like a single numeric RGB or RGBA sequence, which should be avoided as value-mapping wi
case its length matches with *x* & *y*. Please use the *color* keyword-argument or provide a 2D array wi
intend to specify the same RGB or RGBA value for all points.

```
Out[327]: <AxesSubplot:xlabel='PLAYER_AGE', ylabel='FG_PCT'>
```

Išmesti tritaškiai

Hipotezė patvirtinta

```python
In [ ]:   1  # Matome yra didelių nuokrypių, nes dar pasku
```
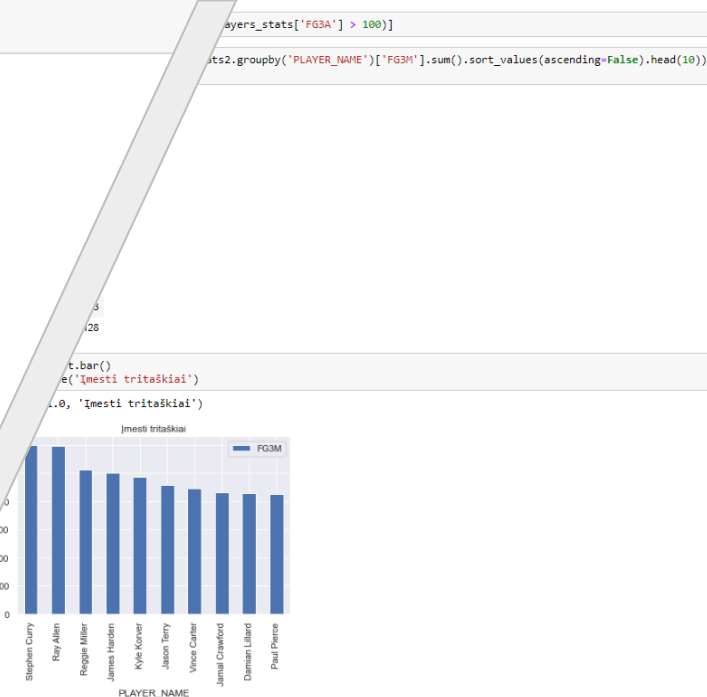
s 2021 - 2022 m. reguliaraus sezono MVP (naudingiausiu krepšininku);
Domantas Sabonis per savo karjerą gerino taiklumo procentą;
aimės šių metų NBA titulą;
o tapti MVP, jei nenutrauktų savo karjeros.

d LaTeX: α^2

stats įsikelimas

install nba_api

//pypi.org/project/nba-api/

il opensource package, kuris suteikia galimybę prieiti prie nba.com puslapyje esančių duomenų, išvengiant ilgo kodo rašymo.

```python
1   import numpy as np
2   from nba_api.stats.endpoints import shotchartdetail
3   from nba_api.stats.endpoints import commonallplayers
4   from nba_api.stats.endpoints import playercareerstats
5   from nba_api.stats.endpoints import teamyearbyyearstats
6   from nba_api.stats.static import teams
7   from nba_api.stats.endpoints import playerawards
8   import time
9   import json
10  import requests
11  import pandas as pd
12  import matplotlib as mpl
13  import matplotlib.pyplot as plt
14  import pickle
```