

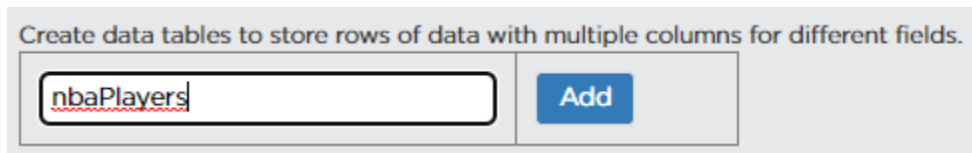
1. Remix the [starter code](#)
2. Download this [data](#)



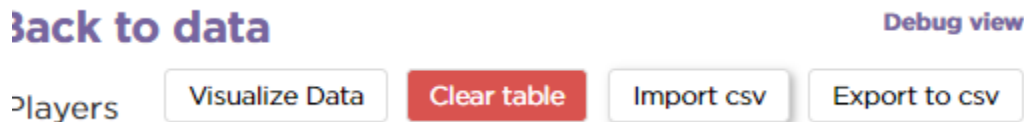
3. Add the data to your project:



- a. Click data:
- b. Create table nbaPlayers



- c. Import the file you downloaded:



- d. It should look like:

id	name	team	gp	pps	points	Actions
#	<input type="text" value="enter text"/>	<input type="text" value="enter text"/>	<input type="text" value="enter text"/>	<input type="text" value="enter text"/>	<input type="text" value="enter text"/>	<input type="button" value="Add Row"/>
1	"A.J. Green"	"Mil"	33	4.5	149	<input type="button" value="Edit"/>
2	"A.J. Lawson"	"Dal"	11	2.9	32	<input type="button" value="Edit"/>
3	"A.J. Lawson"	"Min"	1	2	2	<input type="button" value="Edit"/>

In your project, allPlayers is created and loaded with all the players from the list. Every player has a name,team,gp,ppg,points (gp is games played, ppg is points per game)

So if you did allPlayers[0].name it would be AJ Green, allPlayers[1].ppg it would be 2.9.

You need to write code for avgPoints which will be the average ppg (points per game) of all players. The code is just like we did yesterday: here is the code for that:

```
var total = 0;
for (var i = 0; i < allStudents.length; i++) {
    total = total + allStudents[i].gpa;
}
var average = total / allStudents.length;
setText(▼ "resultsArea", average);
```