

Introduction to The Static Module

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Introduction

All endpoints in this package always need either a `player ID` or `team ID`. Both of these are obtained from the Static Module.

- A Player ID is a number used to get information about a player. Each player has a unique Player ID.
- A Team ID is a number used to get information about a particular team. Each team has a unique Team ID.

You can learn how to access **Player IDs** from the **Player Module** and **Team IDs** from the **Team Module**
