

An IOT Project Report on

# **Soccer – Live Feed Collection**

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Towards the partial fulfilment for the Award of the Degree of

**BACHELORS OF TECHNOLOGY**

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## Acknowledgement

The project opportunity I had was an incredible possibility for learning and expert turn of events. Thusly, I see myself as an extremely fortunate individual as I was furnished with a chance to be a piece of it. I am likewise appreciative for getting an opportunity to meet such a large number of great individuals and experts who drove me however this project period.

I am extremely thankful to my guide Ms. Anubha Parashar for participating in helpful choice and giving important advices and direction and orchestrated all offices to make life simpler. I pick this second to recognize her commitment thankfully.

It is my brilliant slant to put on record my best respects, most profound feeling of appreciation to Ms. Anubha Parashar for her cautious and valuable direction which were amazingly significant for my examination both hypothetically and basically.

I will endeavour to utilize picked up abilities and information in the most ideal manner, and I will keep on taking a shot at their improvement, so as to achieve wanted vocation targets. Would like to proceed with participation with every one of you later on,

Sincerely,

Abhinay Bhatt

## Abstract

Soccer is a popular game and there are many followers of this game. Due to the busy schedule many of them are not able to watch all the matches. To help these people, we created a platform where people can see the live feeds of soccer matches. They can also view the results of completed matches. We created a Rest API that can be integrated with any platform to provide live feeds and results. Currently we provided a web UI but it can also be integrated with IOT devices if some dependencies are satisfied. The purpose of this project is to give users a reliable source of information and providing a virtual ambience of the soccer field. During the process of development, we learned various technologies and design methodologies. We focused on Internet of Things (IOT) aspects of design and architecture so that the application can be integrated with any device. Rest API is hosted on cloud so that it can be accessed from anywhere. It was a great learning experience.

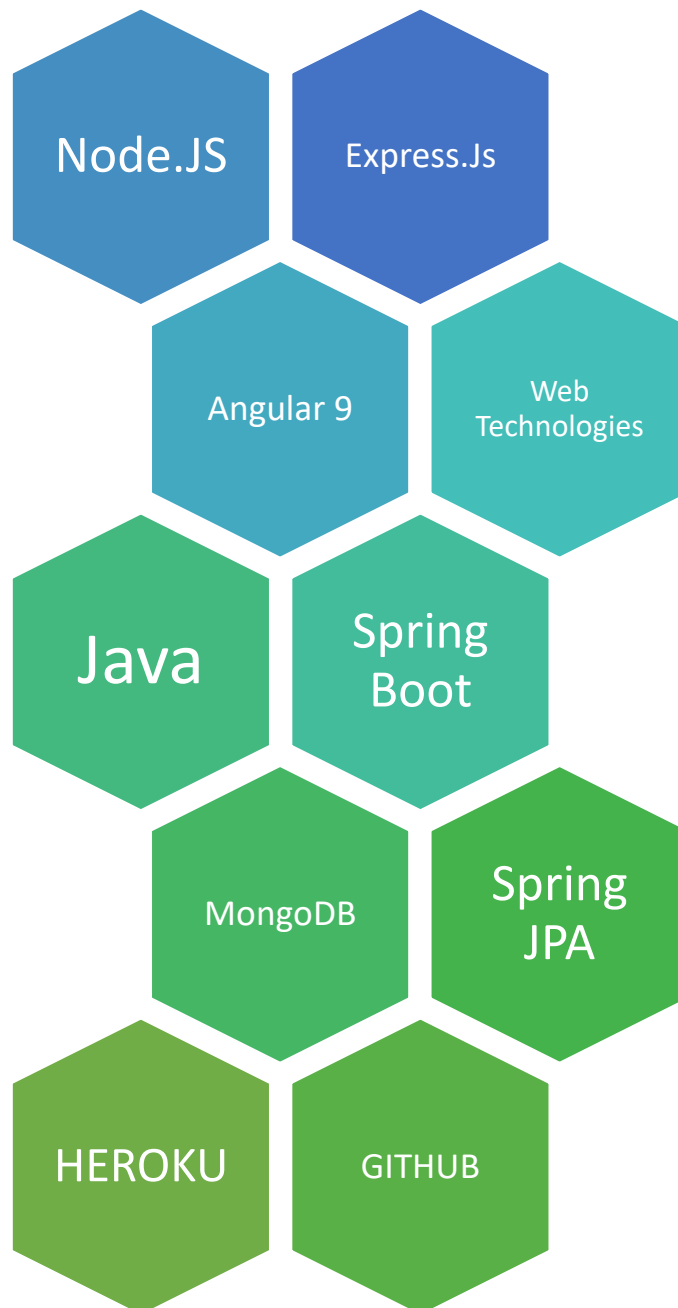
### **Live Website Link:**

<https://soccerlivefeeds.herokuapp.com>

### **GitHub Link:**

[https://github.com/Abhinaay/Live\\_Feed\\_Collection\\_From\\_Soccer\\_Match](https://github.com/Abhinaay/Live_Feed_Collection_From_Soccer_Match)

## Technologies Used











## Project Description

- ❖ In this project, Rest APIs are created that provides live feeds of a soccer match and results of the matches.
- ❖ MongoDB database is used to store the feeds and results.
- ❖ Spring boot is used as a backend framework.
- ❖ Data is stored and fetched from the database using Java Persistence API.
- ❖ Cross origin resource sharing is enabled for all so that APIs can be used anywhere.
- ❖ MongoDB Atlas is used so that we don't need to care about deployment of database server.
- ❖ Backend which is written in java is deployed on Heroku, which is a cloud hosting platform.
- ❖ The Rest APIs created can be used by any platform or device.
- ❖ We created a web application that uses these APIs and shows the live feeds and results of soccer matches to the user.
- ❖ Web application is developed using Angular framework and other web technologies.
- ❖ Express.js is used as a framework for node.js.
- ❖ The web application is also deployed on Heroku.
- ❖ GitHub is used for version control.

# Screenshots

## Soccer Live Feeds

Live Matches	Results
<div> Leicester <b>4</b></div> <div>VS</div> <div><div> Aston Villa <b>0</b></div><div>League: Premier League Match Status: Finished Date: 2020-03-09 Time: 21:00</div></div>	
<div> Manchester Utd <b>1</b></div> <div>VS</div> <div><div> Manchester City <b>0</b></div><div>League: Premier League Match Status: Finished Date: 2020-03-07 Time: 16:00</div></div>	

<div> Arsenal <b>1</b></div> <div>VS</div> <div><div> West Ham <b>0</b></div><div>League: Premier League Match Status: Finished Date: 2020-03-07 Time: 16:00</div></div>	
<div> Tottenham <b>2</b></div> <div>VS</div> <div><div> Wolves <b>3</b></div><div>League: Premier League Match Status: Finished Date: 2020-03-01 Time: 15:00</div></div>	

## Conclusion

Internet of things (IOT) is a vast field that is changing the world progressively and making the life of people easier by using technologies efficiently and productively. Now, as everything is shifting on cloud, cloud platforms are emerging as boons to the society.

In this project, I have learned various new things about IOT and cloud computing. My web development skills also increased. It was a great learning experience and I am looking for more such projects and challenges.

## References

[1] <https://www.w3schools.com>

[2] <https://www.mongodb.com/blog/post/building-your-first-application-mongodb-creating-rest-api-using-mean-stack-part-1>

[3] <https://spring.io/guides/gs/spring-boot/>

[4] <https://angular.io/docs>