

CS353 - Database Systems Project Final Report Group #17

BetterBettor

Social Betting Platform

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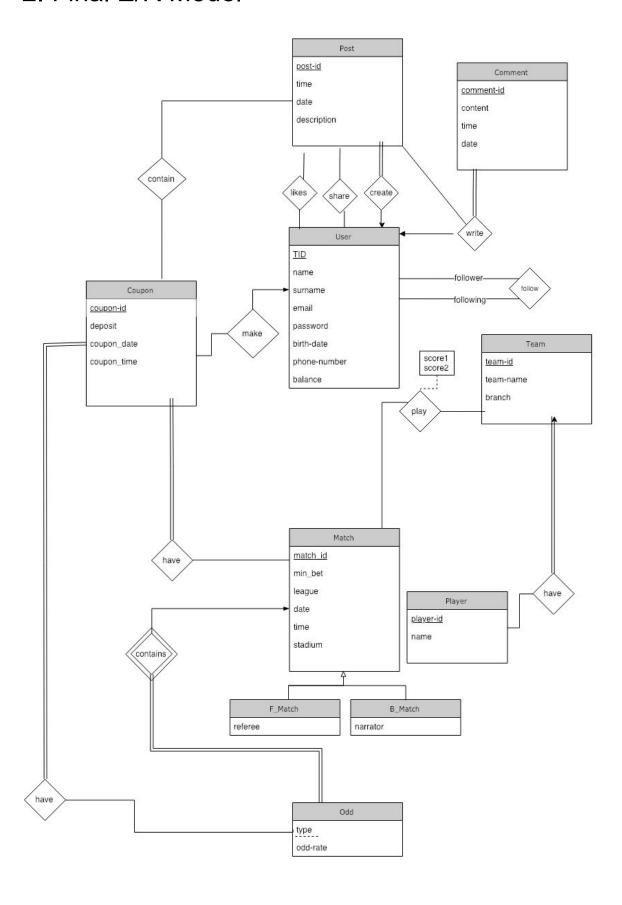
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1. Description of System

BetterBettor is a web-based application for betting football and basketball games in a platform. The platform is designed to be used by anyone who wants to bet football and basketball games and win some money. Users are able to register the platform after they fill out some information. These are name, surname, email address, password, Turkish ID number, date of birth and phone number. After the registration, they can login the platform using email address and password. On the other hand without registering the system, they are not able to enter to the system. Users will have 10 TL as a gift after the registration. Deposit and withdrawal of money can be done in profile section. Users can use the money to bet matches and win more. Users have also information about the balance, which is not visible to others. Moreover, the platform includes information about the upcoming matches. For example they can see the date, time, league, the odds for various possibility, and some statistics of the teams. Users are able to create a bet coupon containing matches and their odds the user chose, and the total odd. The bet coupon can be created only when some needs are met. There is a minimum number of matches users have to bet on a bet coupon and there is a minimum money to bet. Also the user cannot bet money more than he already has. Users can share the bet coupon and posts if they want. Other users can comment about themt, like them. Users can follow each other to learn what others bet for the upcoming matches. Shared posts contain date, time, number of likes and comment, contents of the comment itself. Comments have names above it. The user are able to search other user writing words. There will be results that contains the searched keyword. Users able to create some post in the newsfeed page. The users are able to the follower and followings of a specific user.

Other than regular users, we will have administrative part of the platform. The admin are able to see the reported post done the user. And he will decide whether the post is worthy of being reported or not. If this is the case, he will be able to ban the user from the system.

2. Final E/R Model



3. Final List of Tables

3.1 User

User(tid, name, surname, email, password, birth_date, phone_number, balance)

3.2 Post

Post(post_id, tid, post_date, post_time, description)

• foreign key (tid) references User(tid)

3.3 Post Like

Post_Like(post_id, tid)

- foreign key (tid) references User(tid)
- foreign key (post_id) references Post(post_id)

3.4 Post_Share

Post Share(post id, sharer tid, creator tid)

- foreign key (creator_tid) references User (tid)
- foreign key (sharer_tid) references User (tid)
- foreign key (post_id) references Post(post_id)

3.5 Coupon

Coupon(<u>coupon_id</u>, creator_tid, deposit, coupon_time, coupon_date)

foreign key (creator_tid) references User(tid)

3.6 Post Coupon

Post_Coupon(post_id, coupon-id)

- foreign key (post_id) references Post(post_id)
- foreign key (coupon_id) references Coupon(coupon_id)

3.7 gmatch

gmatch(match_id, min_bet, league, date, time, stadium)

3.8 Coupon_Match

Coupon_Match(<u>match-id</u>, <u>coupon-id</u>)

- foreign key (match_id) references gmatch(match_id)
- foreign key (coupon_id) references Coupon(coupon_id))

3.9 Team

Team(team_id, team_name, branch)

3.10 Player

Player_Team(kit number, team_id, name)

foreign key (team_id) references Team(team_id)

3.11 Team_Match

Team_Match(<u>match_id</u>, team-id1, team-id2, score1, score2)

- foreign key (match_id) references gmatch(match_id)
- foreign key (team_id1) references Team (team_id)
- foreign key (team_id2) references Team (team_id)

3.12 Football Match

F_Match(<u>match_id</u>, referee)

foreign key (match_id) references gmatch(match_id)

3.13 Basketball Match

B_Match(match_id, narrator)

foreign key (match_id) references gmatch(match_id)

3.14 Odd

Odd(<u>match_id</u>, type, odd_rate)

foreign key (match_id) references gmatch(match_id)

3.15 Coupon_Odd

Coupon_Odd(<u>coupon_id, match_id,</u> type)

- foreign key (coupon_id) references Coupon(match_id)
- foreign key (match_id) references gmatch(match_id)

3.16 Comment Write

Comment Write(tid, comment id, post id, content)

- foreign key (tid) references User(tid)
- foreign key (post_id) references Post(post_id)

3.17 Follow

Follow(follower_tid, followed_tid)

- foreign key (follower_tid) references User(tid),
- foreign key (followed_tid) references User(tid)

4. Implementation Details

4.1 Technologies Used

We have implemented this project on three different layers: data layer, service layer and presentation layer. We have utilized different stacks of technologies to implement each layer and to achieve a successful communication between layers.

In the data layer, we have used standard MySQL, and MySQL Workbench for local testing. In order to create and populate the database we have used MariaDB database on dijkstra.

In the service layer we have used PHP. Utilizing PHP we have implemented all operations of the system. All the transitions between pages, error/confirmation messages, login/logout, signin and session information managements are done done with PHP. Most of PHP files contains HTML code since service layer is connected with presentation layer. Additionally, few Javascript functions embedded in HTML were utilized for transitional error or confirmation messages.

In the presentation layer have used HTML, CSS, JavaScript and Bootstrap for responsiveness.

4.2 Issues Faced

On the technical side we made good efforts to reduce any trouble we could face with the database, taking care carefully of the primary and foreign keys, and how the tables would communicate. Since the languages we used in our project is connected so well, when we try to add new things or change some features we may get some problems. Also it was a bit challenging to create the user interface. Sometimes when we add some new tables, whole page broke. Eventually we could work it out. Also, we try to create login page for admin but we could not manage to do it properly. It was a weird thing that some codes did their jobs after one second it did not work. Also, the technologies we used are indeed very detailed that requires very little arguments. This has been time consuming for us.

5. Advanced Database Features

5.1 Views

5.1.1 showFootball

CREATE VIEW showFootball AS

SELECT DISTINCT league

FROM (gmatch NATURAL JOIN Team_Match, Team)

WHERE Team_Match.team_id1 = Team.team_id and Team_Match.branch = "Football";

5.1.2 showBasketball

CREATE VIEW showBasketball AS

SELECT DISTINCT league

FROM (gmatch NATURAL JOIN Team_Match, Team)

WHERE Team_Match.team_id1 = Team.team_id and Team_Match.branch = "Basketball";

5.2 Reports

5.2.1 Number of Followers of each User

SELECT name, surname, cnt

FROM User natural join (SELECT count(follower_tid) as cnt, followed_tid as tid FROM

Follow group by followed_tid) as T

ORDER BY cnt DESC, surname ASC, name ASC;

5.2.2 Number of Followers of each User

SELECT avg(odd_rate) as avg_odd, type

FROM Odd NATURAL JOIN Team_Match join gmatch using (match_id)

WHERE team_id2 = @team_id2 and league = "@league"

GROUP BY type;

6. User's Manual

6.1 Common Pages

6.1.1 Login

BetterBettor		
	Please log in	
	Email	
	Password	
	Log in	
	or	
	Click here to register	

Figure 6.1.1: Login Page

When you enter the website you can login to the system by entering your username and password. If your variables are matched with the databases values, you are directed to the homepage screen which shows the footbal matches. If you do not have account by clicking "Click here to register" you will directed to register page.

6.1.2 How to Register

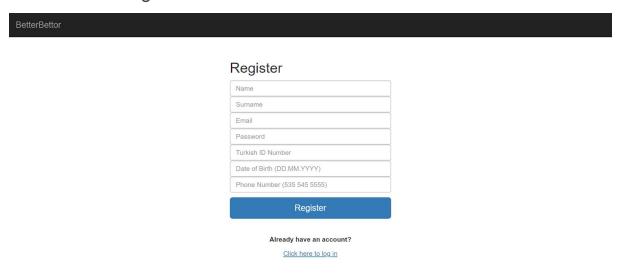


Figure 6.1.2: Register Page

If you do not have a BetterBettor account, you can register the system by entering your name, surname, email, password Turkish identification number, date of birth, phone number.

6.2 Main Features

6.2.1 Football Matches

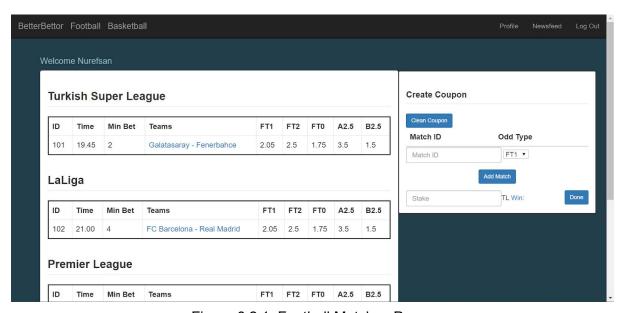


Figure 6.2.1: Football Matches Page

This is our homepage screen. You can also access this page by clicking Football from the main bar of BetterBettor, you are able to see Football matches which can be bet on. Football matches are grouped by their league and are listed based on match-id, time, minimum bet

number, corresponding teams and odds respectively. You are able to add matches to your incomplete coupon by match-ids and selected odds. How to create coupon will be explained detailly in section 6.2.3.

6.2.2 Basketball Matches

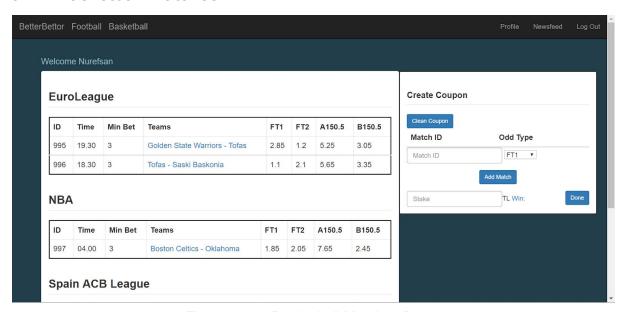


Figure 6.2.2: Basketball Matches Page

When you click Basketball from the main bar of BetterBettor, you are able to see Basketball matches which can be bet on. Basketball matches are grouped by their league and are listed based on match-id, time, minimum bet number, corresponding teams and odds respectively. You are able to add matches to your incomplete coupon by match-ids and selected odds.

6.2.3 Football Match Details

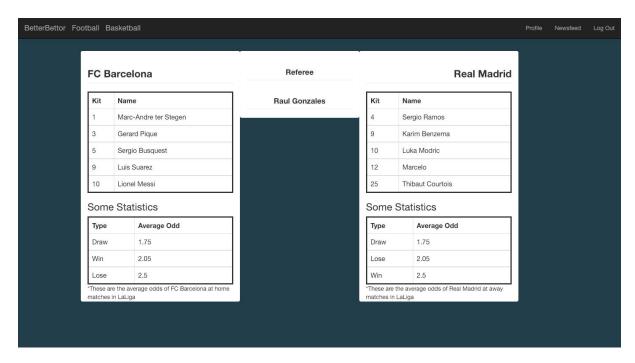


Figure 6.2.3: Football Match details Page

You can display detailed information about a football match by clicking on the match in the football matches pages which can be seen in Figure 6.2.1. Players of two teams playing match, referee and some statistics about each team can be seen in this page. These statistics are the average odds of a team at home/away matches in their league.

6.2.4 Basketball Match Details

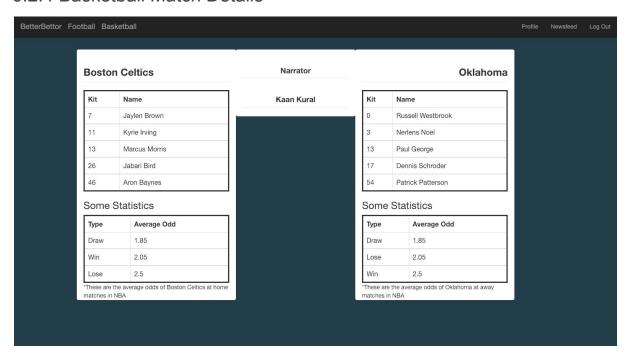


Figure 6.2.4: Basketball Match Details Page

You can display detailed information about a basketball match by clicking on the match in the basketball matches page which can be seen in Figure 6.2.2. Players of two teams playing match, narrator and some statistics about each team can be seen in this page. These statistics are the average odds of a team at home/away matches in their league.

6.2.5 How to Create Coupon

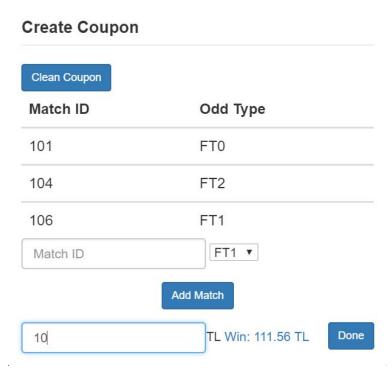


Figure 6.2.5: Create Coupon

In the football or basketball pages you can create a coupon by entering the match ids which is available among the match information. You are able to add matches according to their minimum bet values. After you added the matches, you stake money and winning value will be calculated according to value you enter. When you press Done button the coupon you prepared will be added to your coupons and you are able to see your coupons in your profile as can be seen in Figure 6.3.6.

6.3 User's Profile

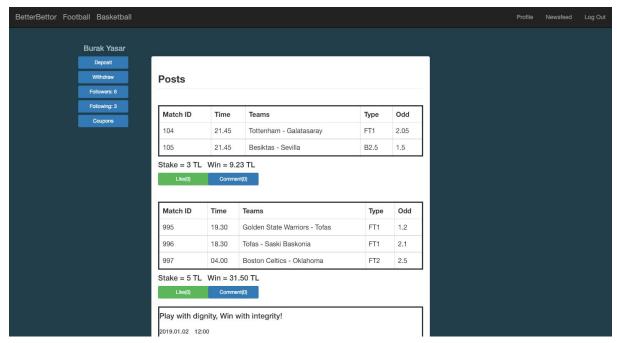


Figure 6.3: User's Profile Page

This is your profile. You can see your coupons and your posts in this page.

6.3.1 Deposit & Withdraw Money

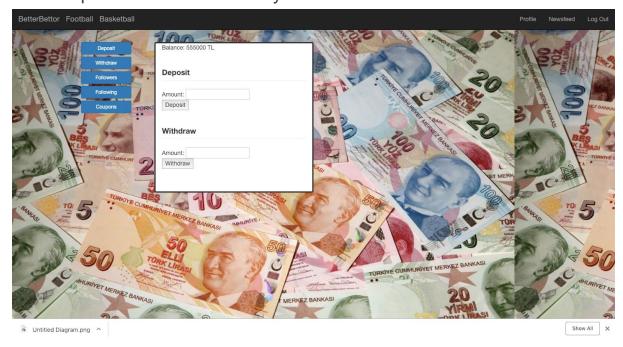


Figure 6.3.1: Deposit & Withdraw Money Page

When you click "Deposit" or "Withdraw" buttons in your profile, you will be directed to this page. You can manage the money in your balance in this page. When you enter an input amount and click Deposit or Withdraw buttons, your balance will change accordingly.

6.3.2 Display Followers

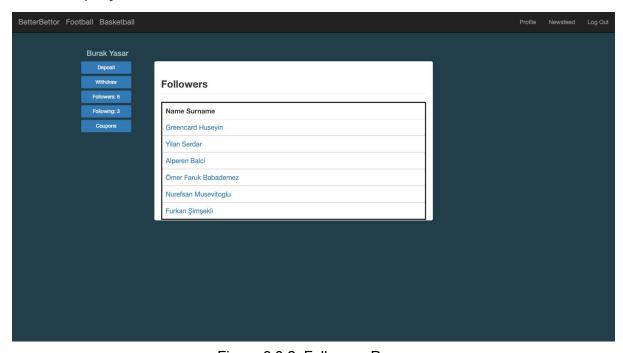


Figure 6.3.2: Followers Page

You can display your followers by clicking on the followers button on your profile.

6.3.3 Display Followings

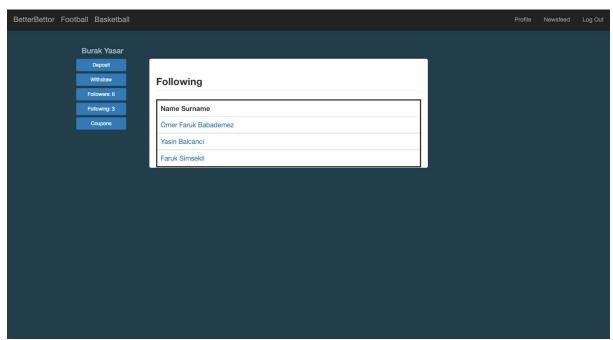


Figure 6.3.3: Following Page

You can display who you follow by clicking on the following button on your profile.

6.3.4 Display Coupons

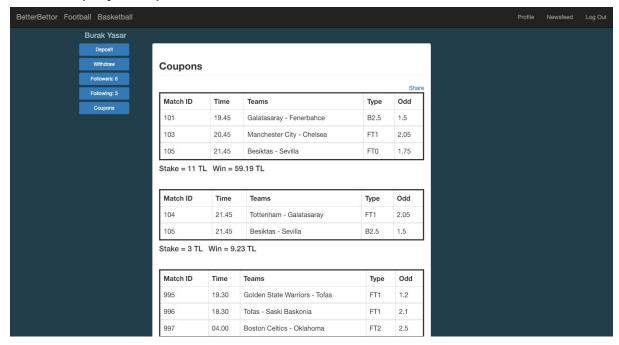


Figure 6.3.6: Display Coupons Page

When you click Coupons button on your profile you are able to see all the coupons you have created.

6.4 Other User's Profile

6.4.1 View of Followed Person's Profile

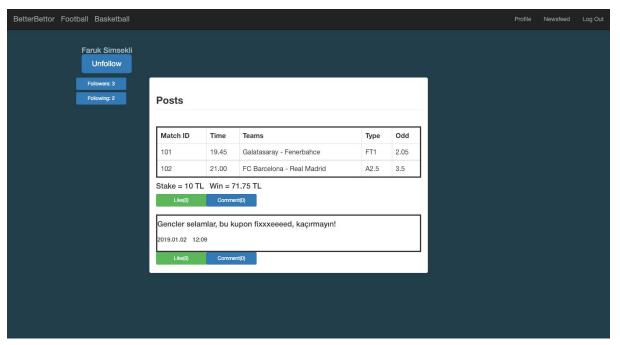


Figure 6.4.1: View of Followed Person's Profile Page

When you click on a user that you follow you can see his/her profile as shown in the above figure.

6.4.2 View of Unfollowed Person's Profile

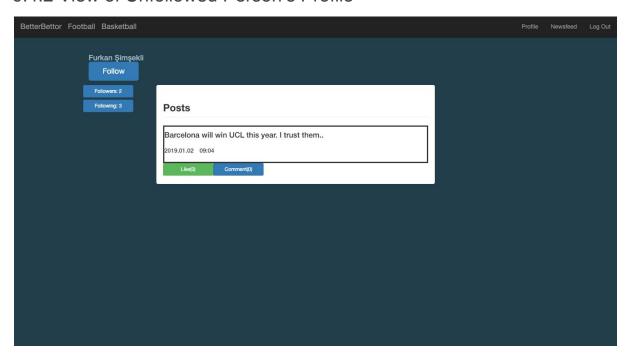


Figure 6.4.2: View of Unfollowed Person's Profile Page

When you click on a user that you unfollow you can see his/her profile as shown in the above figure.

6.4.3 View of Other Person's Followers

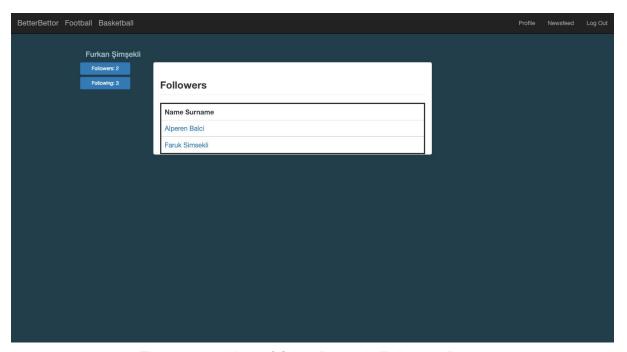


Figure 6.4.3: View of Other Person's Followers Page

When you are in another user's profile and click on Followers button you can see users that is following him/her as shown in the above figure.

6.4.3 View of Other Person's Following

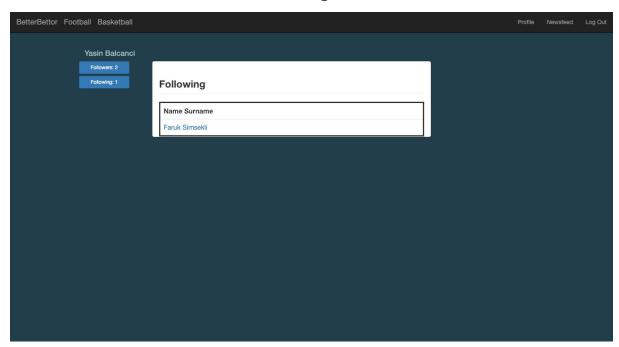


Figure 6.4.3: View of Other Person's Following Page

When you are in another user's profile and click on Following button you can see users that he/she is following as shown in the above figure.

6.5 Newsfeed

You are able to see posts of people that you follow in the newsfeed. You are able to like, comment on and share any post you want. You are also able to search people in the search bar by writing the name of the user and you will see the result as shown in Figure 6.5.2.

6.5.1 Posts of Followings

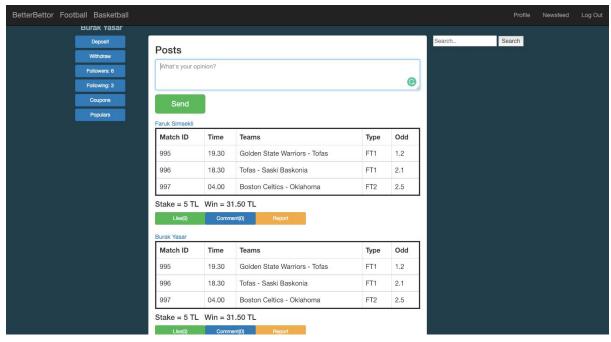


Figure 6.5.1: Posts of Followings Page

In the newsfeed page you can see the posts of users that you are following.

6.5.2 Search Result

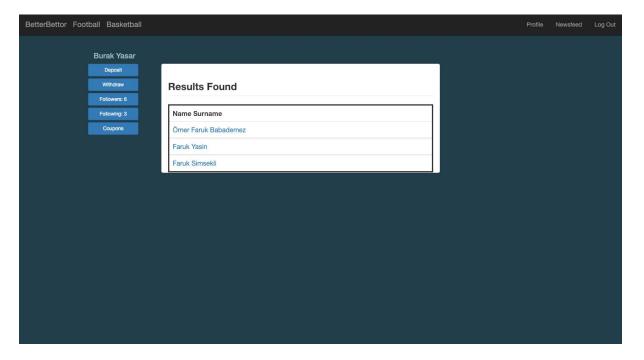


Figure 6.5.2: Result of a Search Page

Result, when you search "faruk". You are able to search for other users by typing their name or surname in the newsfeed page which can be seen in Figure 6.5.

6.5.3 Like / Unlike / Comment

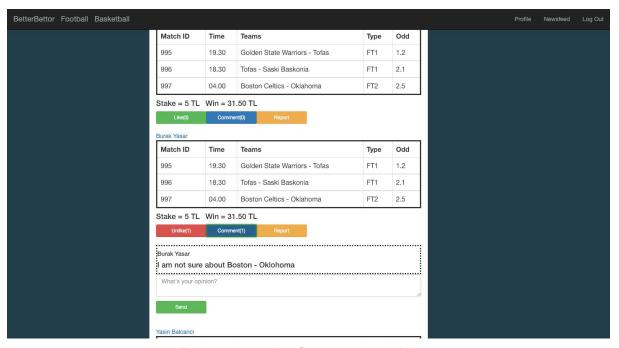


Figure 6.5.3: Like Comment and Unlike

7. Website

http://dijkstra.cs.bilkent.edu.tr/~n.musevitoglu/index.php