

**МЕЖДУНАРОДНЫЙ УНИВЕРСИТЕТ ИНФОРМАЦИОННЫХ ТЕХНОЛОГИЙ**

**Web Technology**

Project

*Common structure of the report:*

1. *Title page*
2. *Content*
3. *Introduction*
4. *Main part (Solutions and descriptions of the laboratory work tasks)*
5. *Conclusion*
6. *References*

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**Introduction**

I chose a bookmaker as a theme for the project. This is a very popular topic today. That is why I chose her.

I divided the project into 2 parts :

1. Desing on figma.
2. Layout on CSS, JS and HTML.

The site contains the following navigation:

1) Main page

2) Registration / Login

3) Support (with location)

4) Navigation specifically for matches / bets

5) Rules

6) Admin panel

**(Warning: first read all the rules.)**

**Main part**

My main page includes:

First, I want to parse the code that is used in all pages (except for the admin panel). It includes:

1. Header with navigation bar
2. Main part
3. Footer

**Bet page:**

1. Header with navigation bar
2. Directly matches for betting
3. Footer

**Registration page:**

1. Sign in
2. Sing up

**Rules:**

1. All rules for betting

Support:

In support page you can sent a question for us and see our location in your city.

**Admin panel:**

In admin panel you can add or delete user, also you can add or delete bet match.

**Conclusion**

Today this is a very popular topic, but very complex. I do not advise the average user to get carried away with bets.

I used:

1. HTML
2. CSS
3. JS
4. Bootstrap
5. Materialize

**References**

1. <https://getbootstrap.com/>
2. <http://htmlbook.ru/>
3. <https://materializecss.com/>
4. <https://learn.javascript.ru/>
5. https://olimpbet.kz/

https://github.com/GodLike357/Project-bet