**Introduction:** The sports betting website is an online platform that allows users to bet on the outcomes of sports events. This documentation provides an overview of the architecture and technology used in the development of this website.

**Technology:** The sports betting website was developed using the following technologies:

* Backend
* Programming Language: JS
* Web Framework: NodeJS
* Database: MongoDB
* Front-end
* Programming Language: HTML, CSS, JavaScript (Angular)
* API: RESTful API

**Use Case Diagram:** The use case diagram describes the interactions between users and the sports betting website. The following use cases are considered:

* Une image contenant diagramme

  Description générée automatiquement

**Architecture:** The architecture of the sports betting website follows the Model-View-Controller (MVC) model. The different parts of the architecture are as follows:

* Model: the database that stores information about sports events, users, and bets.
* View: the front-end part that allows users to interact with the website.
* Controller: the application logic that processes user requests and interacts with the database.

**Database Diagram:** The database diagram describes the tables and relationships between the different entities in the database. The following tables are considered:

* Une image contenant diagramme

  Description générée automatiquement

**API endpoints:** The sports betting website provides a RESTful API that allows developers to interact with the website. The following endpoints are available:

* GET /events: retrieves the list of available sports events
* GET /events/{event\_id}: retrieves information about a specific sports event
* GET /bets/{user\_id}: retrieves the betting history of a specific user
* POST /bets: allows a user to place a bet on a sports event
* POST /users: allows a user to create an account on the sports betting website

This documentation provides an overview of the architecture and technology used in the development of the sports betting website. For more information, please refer to the source code and detailed technical documentation.