# C4 Software Architecture

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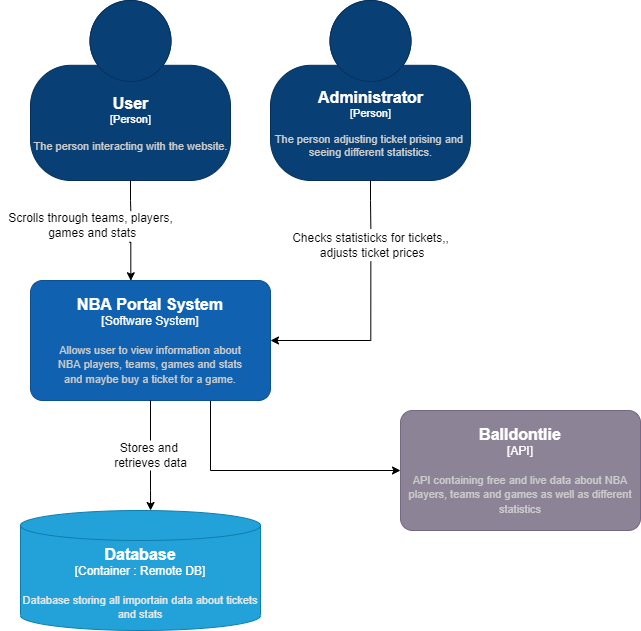
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# Introduction

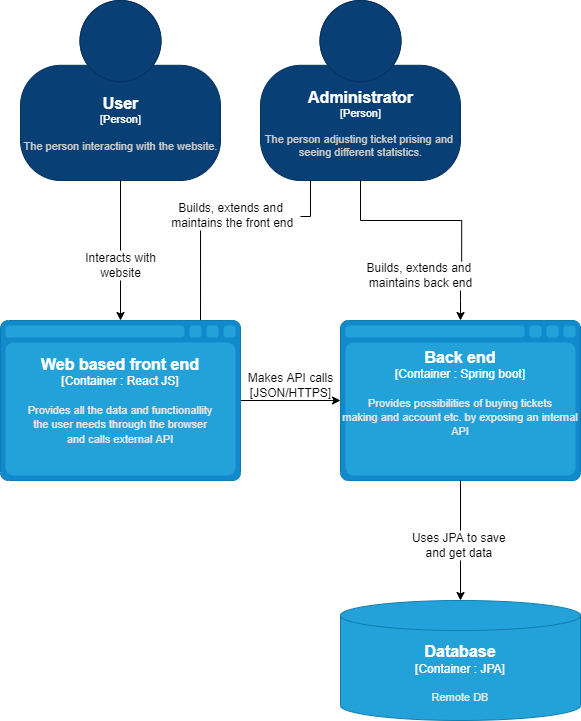
The project which architecture is depicted in this document is going to be a NBA portal where users can view information about NBA games, teams and players and purchase tickets for future games.

# Architecture

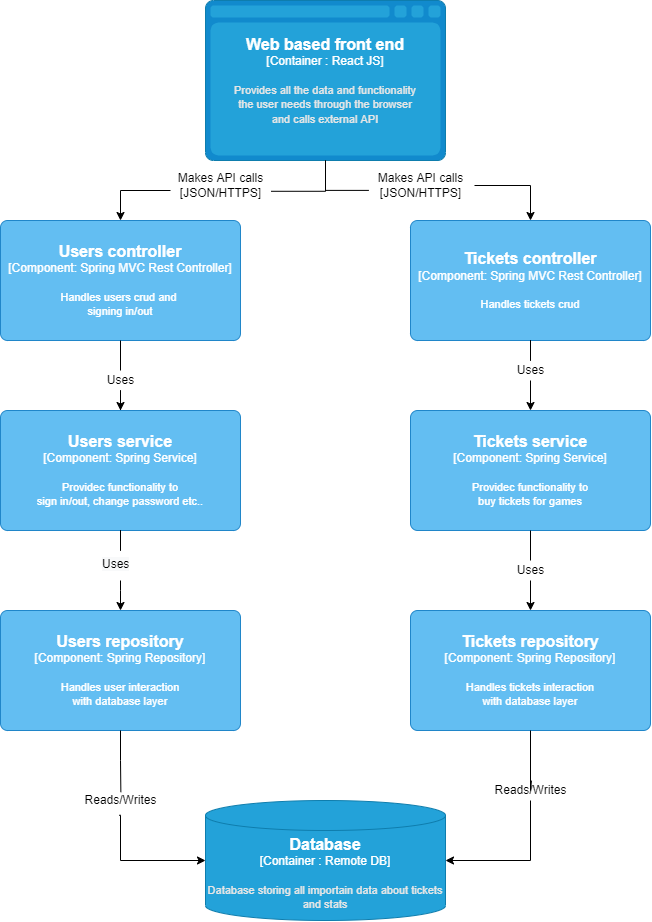
## System Context Diagram



## Containers Diagram

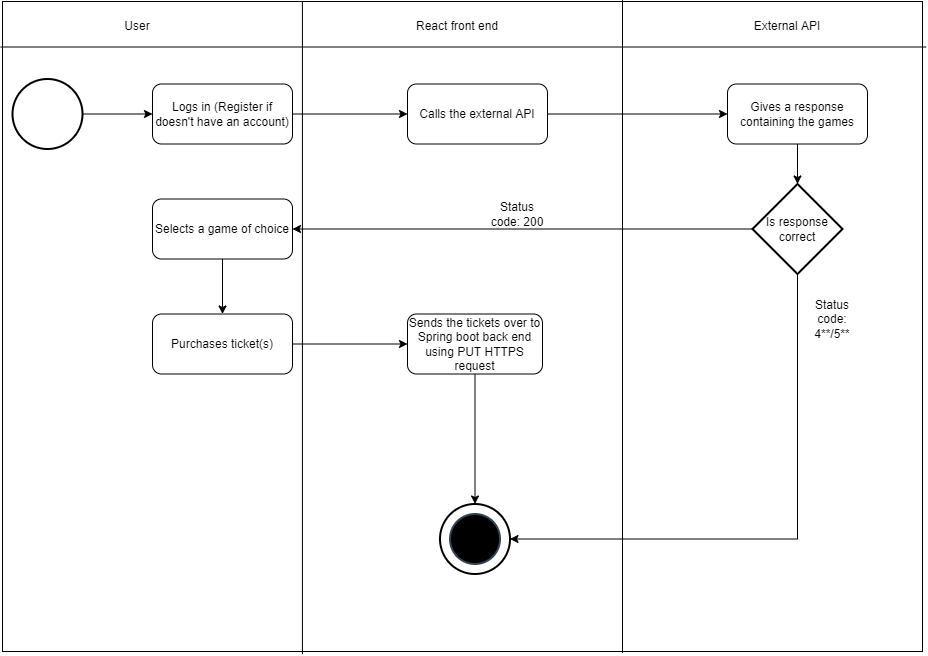


## Components Diagram



# Sequence diagram

## Buying a ticket



# API documentation

For this project I will make use of 2 APIs, one of which is external and contains live changing data about NBA games, players and statistics. The other one is a Spring boot back-end RESTful API that will expose and save data about tickets that have been bought for different games.

Full documentation of external ‘Balldontlie’ API:   
<https://www.balldontlie.io/#introduction>