

# Software Design Document

A document that describes the design of the BettingWebApp

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## Overview

The BettingWebApp is a Web App that enables the management of matches and odds.

## User Interface Description

The user interface consists of a menu bar with two tabs, namely the Home and Matches tab. The Home tab is the welcoming page (Figure 1).

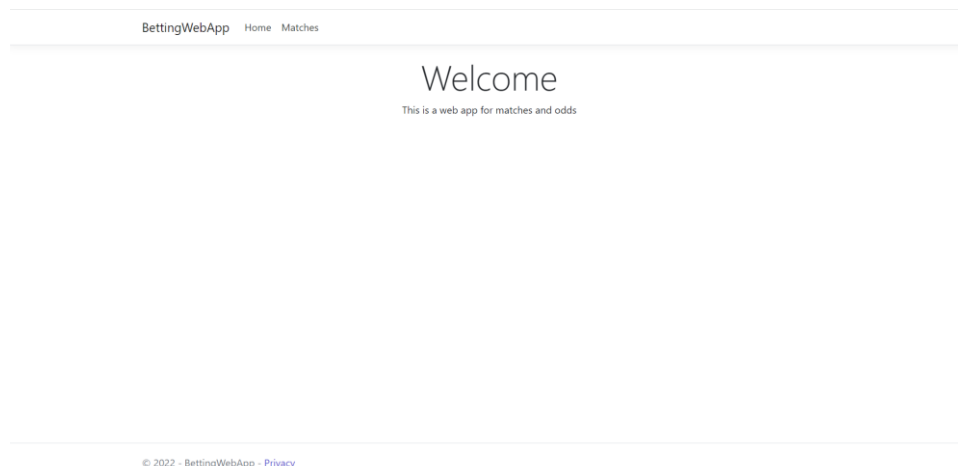


Figure 1: Home page

## Matches User Interface

The Matches page provides the tools to create, update, delete and view matches (Figure 2). For each match the following fields are displayed in the format of a table: description, match date, match time, team A, team B and sport type. The *edit*, *details* and *delete* options are used to navigate to the update, view and delete of each one of the matches accordingly. In Figures 3, 4 and 5 each one of those pages are shown. Moreover, with the *Create New* option (Figure 6) the user can create a new match and save it. In order to properly create the new match all the fields should be filled with an appropriate value. A *Back to List* option exists in those pages and provides the opportunity to navigate back to the Matches page.

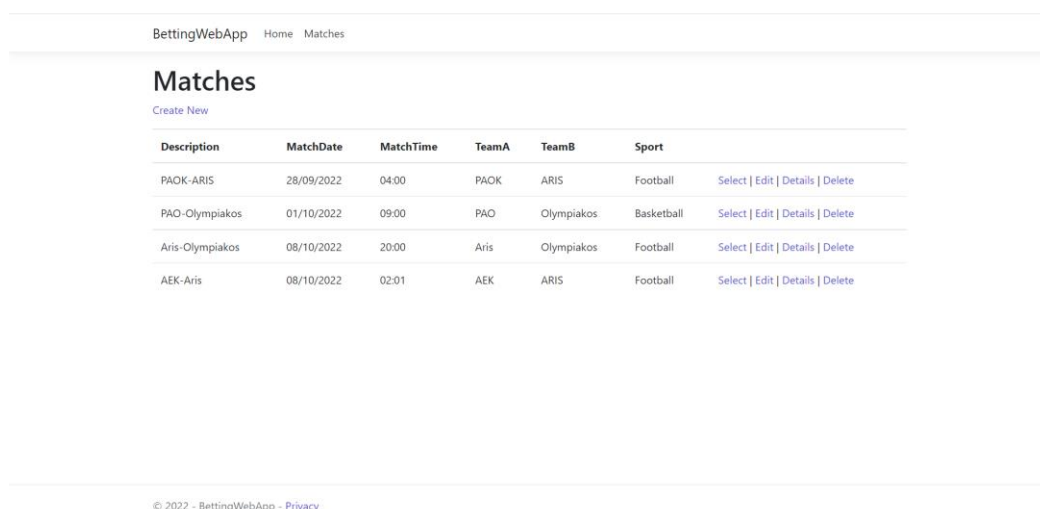


Figure 2: Display matches page

BettingWebApp Home Matches

## Edit

### Match

Description

PAOK-ARIS

MatchDate

28/09/2022

MatchTime

04:00

TeamA

PAOK

TeamB

ARIS

Sport

Football

Save

[Back to List](#)

Figure 3: Edit match page

BettingWebApp Home Matches

## Details

### Match

Description	PAOK-ARIS
MatchDate	28/09/2022
MatchTime	04:00
TeamA	PAOK
TeamB	ARIS
Sport	Football

Edit | [Back to List](#)

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Figure 4: Details of the match page

BettingWebApp Home Matches

## Delete

### Are you sure you want to delete this?

### Match

Description

PAOK-ARIS

MatchDate

28/09/2022

MatchTime

04:00

TeamA

PAOK

TeamB

ARIS

Sport

Football

Delete | [Back to List](#)

Figure 5: Delete match page

BettingWebApp Home Matches

Create

Match

Description

MatchDate

dd/mm/yyyy

MatchTime

--:--

TeamA

TeamB

Sport

Please select

Create

[Back to List](#)

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Figure 6: Create new match page

## Math Odds User Interface

The Select option in the Match page navigates the user to the Match Odds page in which the odds of the specific match are displayed (Figure 7). For each match the following fields are displayed in the format of a table: specifier and odd. For each odd the *edit*, *details* and *delete* options are used to navigate to the update, view and delete of each one of the odds accordingly (Figures 8, 9 and 10). Moreover, with the *Create New* option (Figure 11) the user can create a new match odd and save it. In order to properly create the new match odd all the fields should be filled with an appropriate value. A *Back to List* option is also provided to navigate back to the Match Odds page.

BettingWebApp Home Matches

Match Odds

[Back to List](#)  
[Create New Odd](#)

Specifier	Odd	
X	1.2	<a href="#">Edit</a>   <a href="#">Details</a>   <a href="#">Delete</a>
Y	1.6	<a href="#">Edit</a>   <a href="#">Details</a>   <a href="#">Delete</a>
Z	1.3	<a href="#">Edit</a>   <a href="#">Details</a>   <a href="#">Delete</a>

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Figure 7: Display match odds page

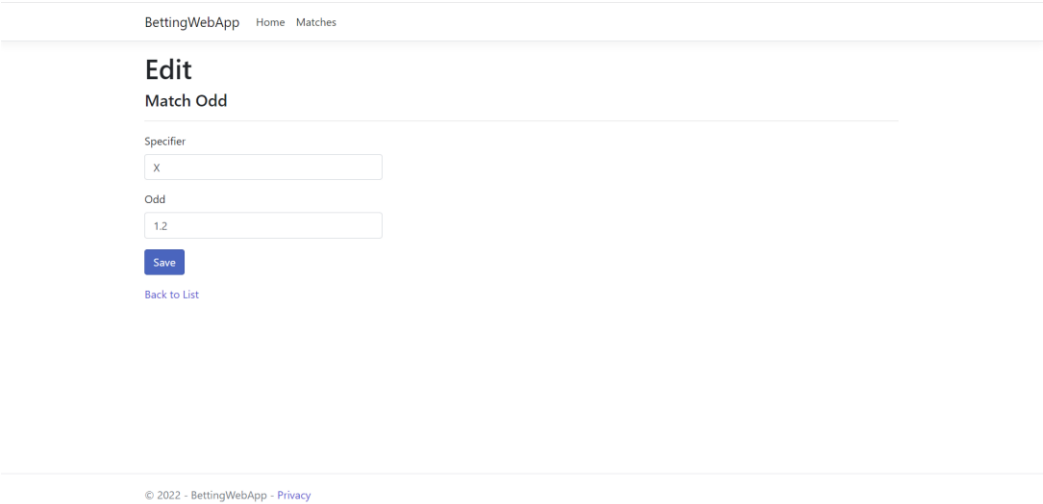


Figure 8: Edit match odd

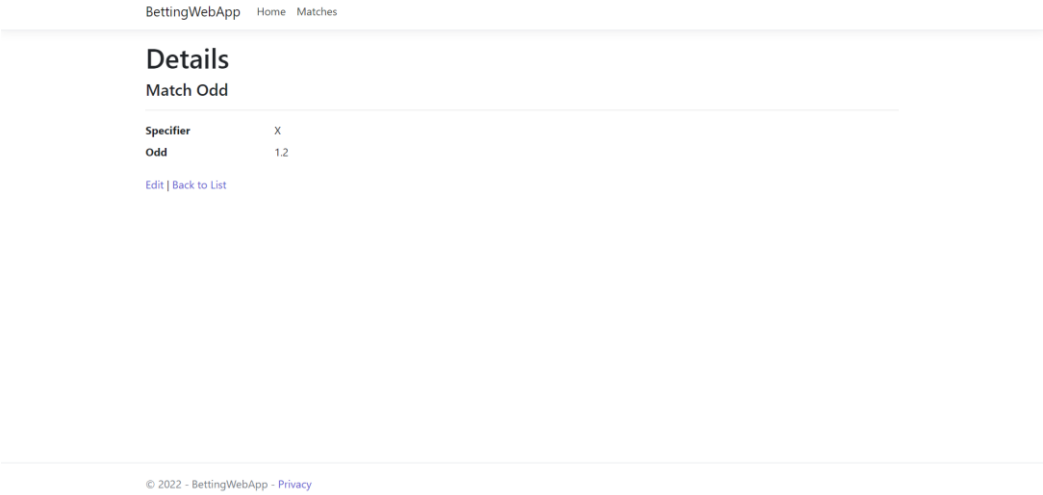


Figure 9: View the details of match odd

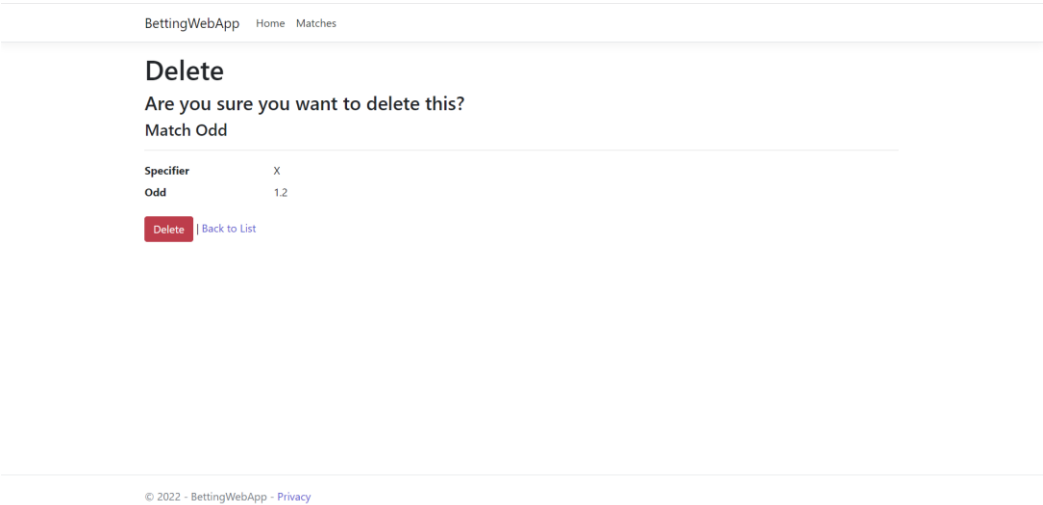


Figure 10: Delete match odd

BettingWebApp Home Matches

## Create Match Odd

Specifier

Odd

Create

[Back to List](#)

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*Figure 11: Create new match odd page*

## Implementation Description

The following technologies were utilized for the implementation of the described web app:

- ASP.NET Core 3.1
- Entity Framework Core
- MS SQL Server
- Initial EF migration

MVC pattern was utilized for the design of the BettingWebApp. Specifically, two models were created, one for the match entity and one for the match odd entity. For each one of those entities view files for the CRUD operations were created. Moreover, two controllers were also created, one for each one of those entities.