Master 1 Cryptis Computer Science

Application de paris sportifs

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I. Introduction

The application that we had developed is a Football bet website with the most up-to-date matches, placing a bet on Football has never been so easy.

II. Implemented functionalities

In this project, we have done all the required function as in the project description and also some extra features:

- Using data from Football API
- Using MVC architecture
- Administrator

  - The Administrator is responsible for the creation, modification, deletion of Bettors and Bookmakers
  - Allow Administrator to create a Bookmaker, Parieur and assign a Match for them

- Bookmaker

  - The Bookmaker is responsible for feeding the game into a match.
  - A Match is characterized by a name, a place, a list of participants

- Bettor

  - Can register an account
  - By default, everyone starts with 1000 Limcoins in their pocket.
  - The Bettor can view all proposed Matches and place Bets on all Matches that interest him in the limit of funds available
  - Changing the bet and see their history bet
  - Can search for a particular Match that interests him

- By the result of the match all the Bettors who have succeeded in their bet will receive their coin and vice versa
- A ranking of Bettors is available in the app.cation. It is made on the amount of Limcoins they have
- Advanced features:

  - Implemented REST API for Parieur
  - REST services
  - Twitter notification (beta)

III. Programs, Materials, Architecture

In this project, we use IntellIJ with Java Platform, Enterprise Edition (Java EE) with GlassFish5 to build the web application, beside that, we also use some library for making an responsive website such as Boostrap and NES css to quickly design and customize responsive for front-end part.

A clean codebase is always a pleasure to work with. A well organized codebase is easy to maintain, is robust, performs well, is testable and is self-documenting. In order to do that, the application will be written by using MVC - short for Model-View-Controller design pattern and also we use JSF alongside with javaEE.
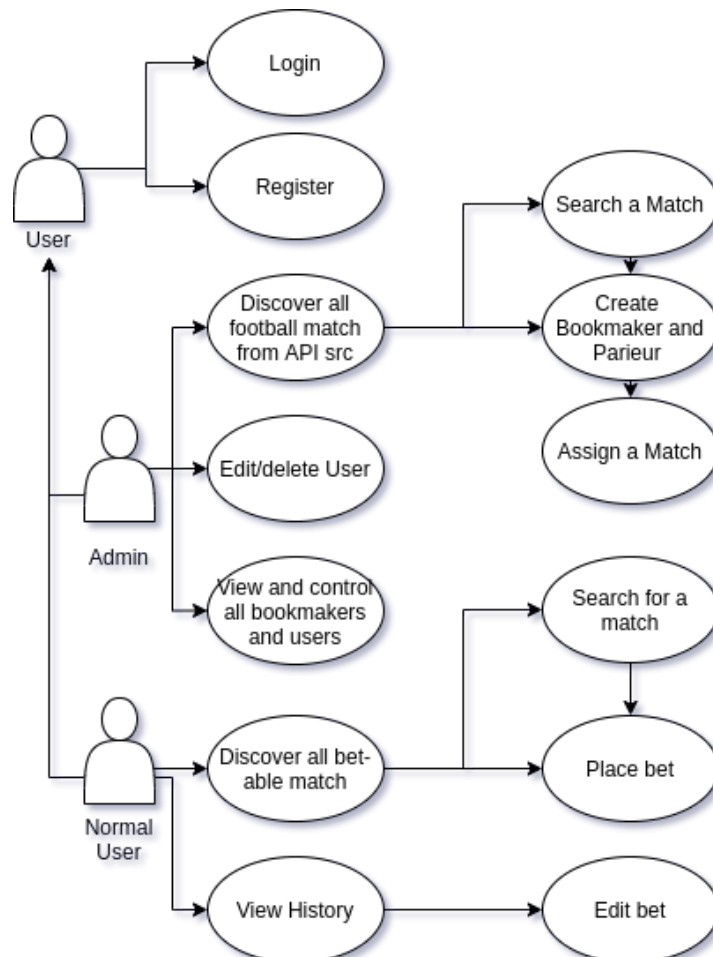
Use-cases

Figure 1: Use-case diagram

As the aim of this project is to create a football bet platform. The application has three main characters which is Normal User, Administrator and Bookmaker.

The administrator has the role to create a bookmaker and assign them with a real football match (which is fetch from Football API) and also can handle basic user data information or delete user account.

The client can browse all the available match which was hosted by administrator and a bookmaker and place a bet on it They also can edit their bet later.

The application service later will fetch the result of these match and update the user money based their bet result.
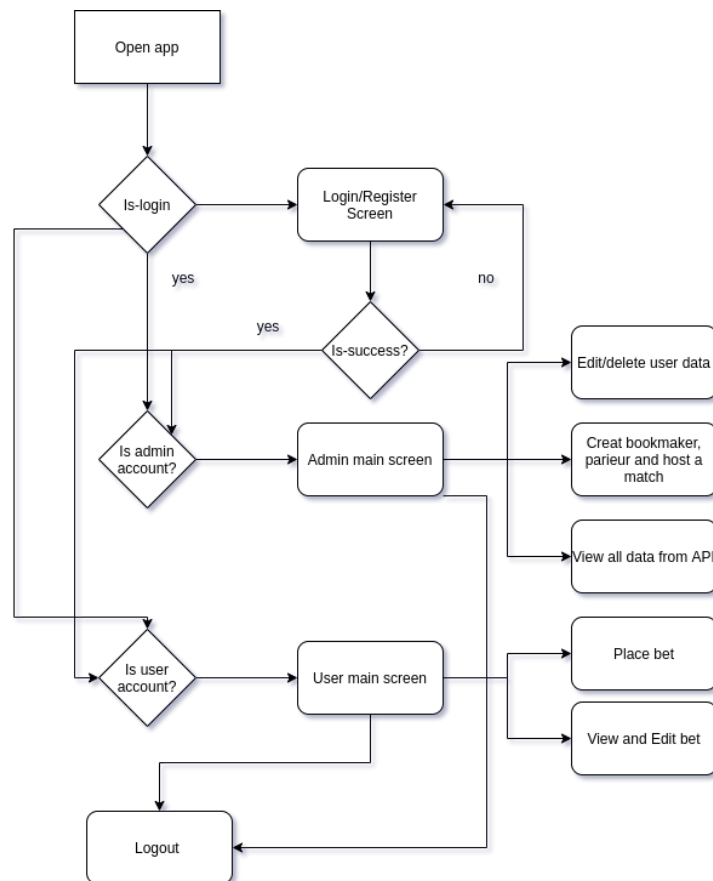
Flow chart

Figure 2: Flow chart

Login and Register View

Figure 3: Login Page

Administrator Page

Figure 4: Admin Page (View all user data)

Figure 5: Admin Page (Host a Match)
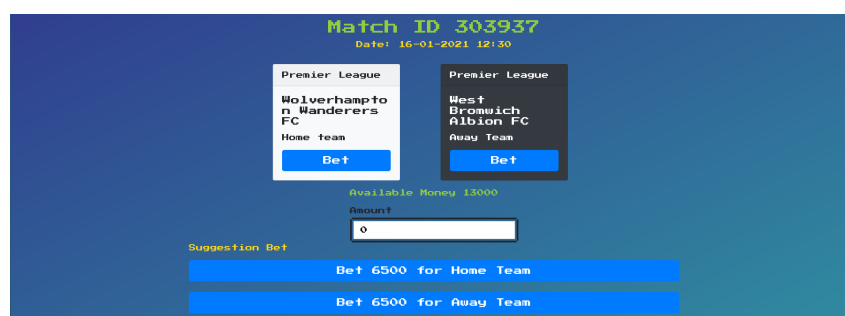
Client Page

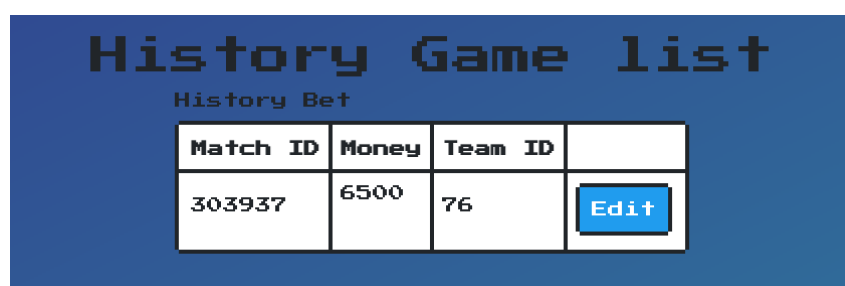**Figure 6:** Client Main page

Figure 7: Client Bet page

Figure 8: Client History Bet page

Figure 9: Hall of fame

IV. Conclusion and Future work

In this project, we have fulfilled the standard requirements and also advanced feature set out from the beginning in a short amount of time. We have presented the details of the implementation and also our special features. In the future work, we want to add Authentication security to strengthen our site , also improving the twitter notification feature and improving the web performance and scalability.