

Dream Sports League

System Architecture and API Documentation

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Software Architecture

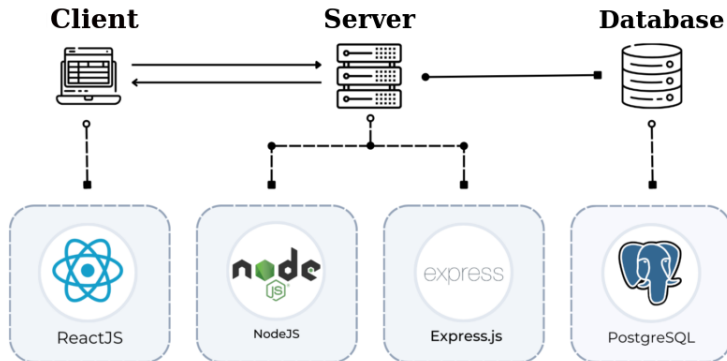


Figure: Server Client Architecture

Server Client Architecture

1. Two Distinct Entities
2. Communication done through request-response messages
3. Client Responsibilities:
 - ① Initiate requests
 - ② Render interface
 - ③ Handle inputs
4. Server Responsibilities:
 - ① Process requests
 - ② Perform necessary computations
 - ③ Provide requested service

Example Scenario

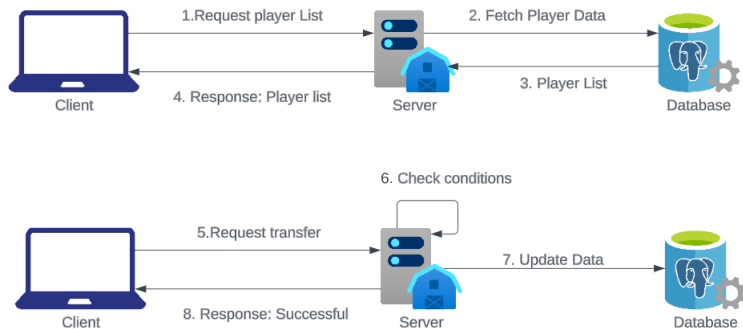


Figure: Transfer Window

Link: [API Documentation](#)