



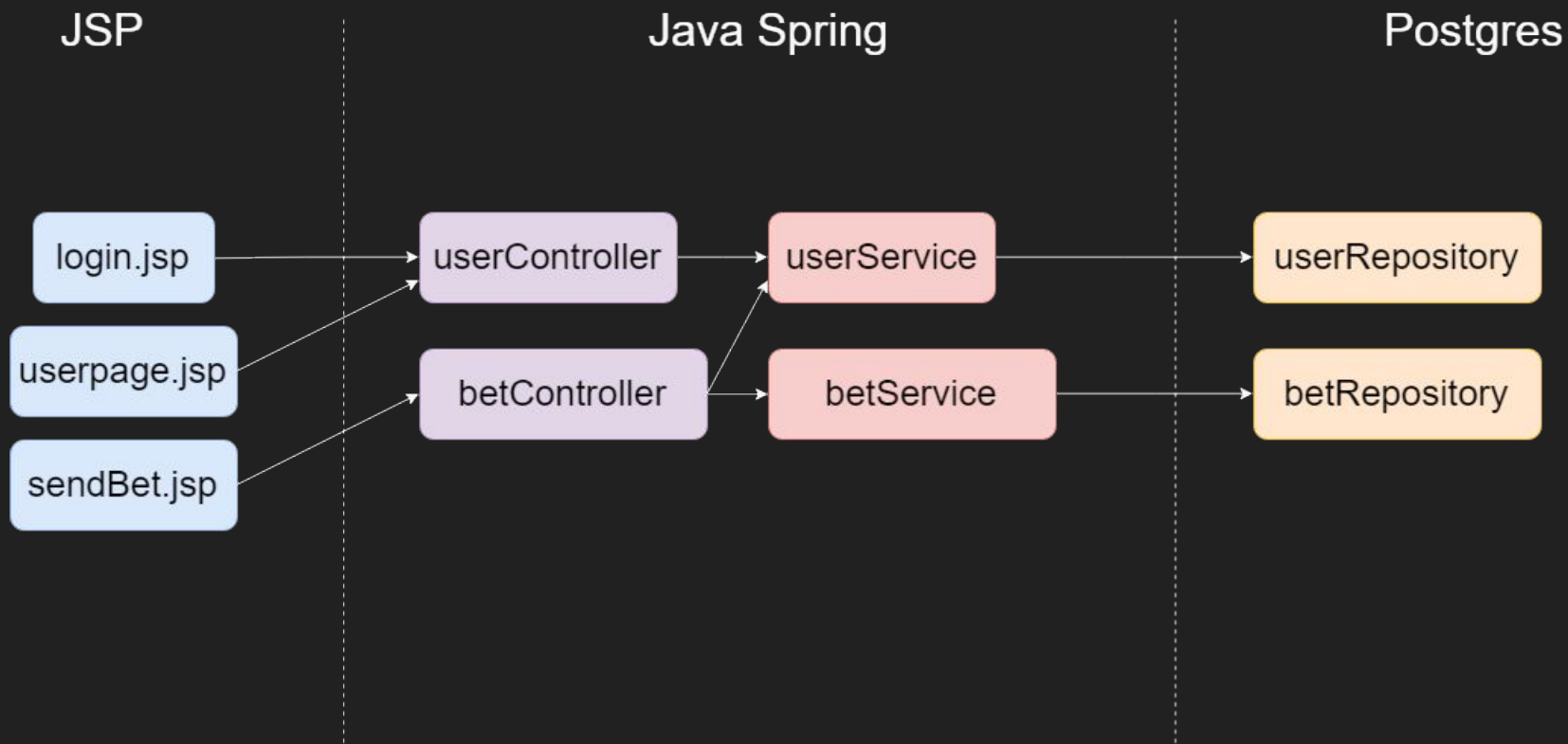
# Bet Yo Ass

## Peer to Peer Betting Service

Hugbúnaðarverkefni 1

# An Overview of the System Architecture

# Key Components



# Client Responsibility

Previous bets

Credit information

# Server Responsibility

Communicating with the database

Sending information to jsp pages

Send bet

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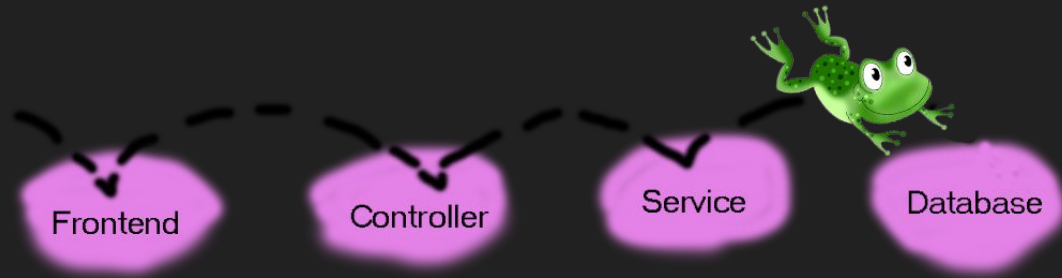
# Storing and Accessing Data

Client makes get or post request to the controller

Controllers communicate with services

Services communicate with the repositories

Repositories extend the springframework JpaRepository and access the postgresql database



# Aspects of the Design we want to highlight

Objects have clear functions

User interface is simple

Secure communication between front- and backend

We are proud of this!



# A Retrospect on the Project Work

## What Went Well.

Assignments done in good time

Worked steadily

We agreed on most decisions

## Difficulties encountered.

Authentication

Floating point

HTML5 browser compatibility

Resolving bets





# How we planned the work.

Met once a week

Made a todo list

Self motivation to do extra work



# Differently next time.

Better planning

Divide the problems better into smaller problems

Better class structure

# How to avoid difficulties?

Reuse some code

Read documentation

Learn from mistakes

Don't do this



# Demonstration

and use cases

# Use cases 1:

The user is able to create an account with the service.

User opens the application and navigates to the signup page. He writes his information in the correct places and signs up. The user gets redirected to the login page where he logs in.

# Use cases 2

Sending a bet to another user with odds, amount, name of bet and the date and time the bet should be settled. (and if the bet should be public or not)

Two users want to make a bet. One of them, opens up the application and makes a bet. The application ask the user for name of the bet, amount, odds and time and data the bet should be settled. The user chooses the other user to send it to and sends the bet.

# Use cases 3

The other user receives the bet, the odds and amount and he can send a counter offer to the first user.

The user opens the application and sees that he has a bet sent to him. He opens the bet and sees the odds, amount, date and time the bet should be settled. He sends a counter offer with new odds and new amount. He sends the counter to the other user for review.

# Use cases 4

User page to keep track of your active and previous bets.

A user has forgotten the details of a bet. He goes to his home page. The app redirects him to a page where all his bets are listed. He then scrolls through them and opens the bet he was looking for. The app then opens a page listing the details of that bet.



Thank you

Any questions?