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**Betting Application using JSON**

* **Project description:**

It is a betting application that gathers the bets from a free, online API that can have a maximum of 500 requests per month (for the purpose of this project the maximum number of requests is sufficient). The application has a database for all the users, another database to keep track of the matches and probably will have another one to keep record of the bets for the users.

* **Project features:**

**Parsing Data:**

* The JsonDecode class will be responsible for parsing the data from the JSON API. It will make use of an HTTP request that will be then converted into a JSONObject which will be used in parsing all the *games* and the *odds*.

**Users:**

* Admin, who can change the leagues a user can bet on
* User, who can make *bets*, deposit *money* and see their past record

**Betting:**

* In order to be able to use the application, a simple User has to create an account and to do that it is required to input his/her personal info, including the CNP. The account will be created with a null *deposit*.
* In order to place a bet, a User must deposit an amount of money (I want to make this as real as possible, if I have time).
* The *Bets* are only the H2H ones: you can either bet than the home team wins (1), the away team wins (2) or it will be a draw (X). All the *odds* are floats.
* A *Bet* can only be a simple one: if a game or more is not met (you choose the wrong *odd*), the *Bet* is lost.
* The total amount that can be won is calculated as follows: (*the product of all the odds*)\*(*the money placed on the bet*) = **possible amount to win**
* It is not possible for a user to place a *Bet* that consists of more than one *odd* for each *game*.
* **Project features I’d like to implement:**
* make the deposit money feature as close to reality as possible
* make the track of the past games & bets as clean as possible
* make use of database instead of .txt