

# BETBOOK

A MOBILE APPLICATION BASED ON SWIFT



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# INTRODUCTION



# WHAT IT IS AND WHAT IS USED FOR

- APPLICATION TO SUPPORT PEOPLE WHO WANT TO BET ON FOOTBALL EVENTS
- GIVES INFORMATION ABOUT BET COVERAGE, QUOTATION OF TEAMS AND THEIR PERFORMANCES

# WHAT IT IS A BET COVERAGE

Matches that have  
being played and  
guessed

- You might be wondering some of the following questions...
  - How do I cover my bet?
  - How much am I going to win? (Bounds: (Max,Min))
  - How much I need to bet on the coverage?

The answer is....Betbook!

Cancella Tutti ✕

Singola Multipla Sistema

Pal: 19108 - 5483  
CALCIO - SERIE A  
Carpi - Roma  
1X2 FINALE 2 - 1,87

Pal: 19108 - 5481  
CALCIO - SERIE A  
Lazio - Verona  
1X2 FINALE 1 - 1,45

Pal: 19108 - 5485  
CALCIO - SERIE A  
Empoli - Frosinone  
U/O 2,5 UNDER - 1,95

Pal: 19108 - 5489  
CALCIO - SERIE A  
Chievo - Sassuolo  
1X2 FINALE X - 3,15

Pal: 19108 - 5491  
CALCIO - SERIE A  
Juventus - Napoli  
DOPPIA CHANCE IN 1X - 1,28

Sviluppo Colonne: 1  
Numero avvenimenti: 5  
Quota con Bonus: 22,38

10 €

Importo totale: 10,00 €

POSSIBILE VINCITA: 213,19  
VINCITA CON BONUS: 223,85

SCOMMETTI

Last match to  
guess to win  
the bet!



# FUNCTIONALITIES

# BET COVERAGE

- USER CAN INSERT ALL THE DATA ABOUT HIS BET, IN A USER FRIENDLY WAY

Insert the bet using pickers

Button to go to the graph

Switch to choose the modality

The image shows a smartphone screen displaying a betting application interface titled 'Copertura'. The screen has a dark blue header with the title. Below the header, there are several sections for entering bet details. The first section, 'Giocata', includes 'Importo Giocato €' with a value of '5,00' and 'Vincita potenziale €' with a value of '220,00'. The second section, 'Copertura', has a toggle switch between 'Online' (selected) and 'Offline'. Below this, there are pickers for 'Nazione:' (set to 'Italia'), 'Lega:' (set to 'Serie A'), 'Match:' (set to 'Juventus Napoli'), 'Tipo di scommessa:' (set to 'Esito Finale'), and 'Risultato:' (set to '1'). At the bottom of the form is a blue circular button with a white line graph icon. The bottom of the screen features a dark blue navigation bar with four icons and labels: 'Copertura' (calculator icon), 'Cerca' (magnifying glass icon), 'Schedina' (shopping cart icon), and 'Classifiche' (list icon). Three white callout boxes with black text point to specific elements: one points to the input fields for 'Importo Giocato' and 'Vincita potenziale'; another points to the 'Online/Offline' toggle switch; and a third points to the blue line graph button.

Copertura

**Giocata**  
Importo Giocato €  
5,00  
Vincita potenziale €  
220,00

**Copertura** Online Offline  
Nazione:  
Italia  
Lega:  
Serie A  
Match:  
Juventus Napoli  
Tipo di scommessa:  
Esito Finale  
Risultato:  
1

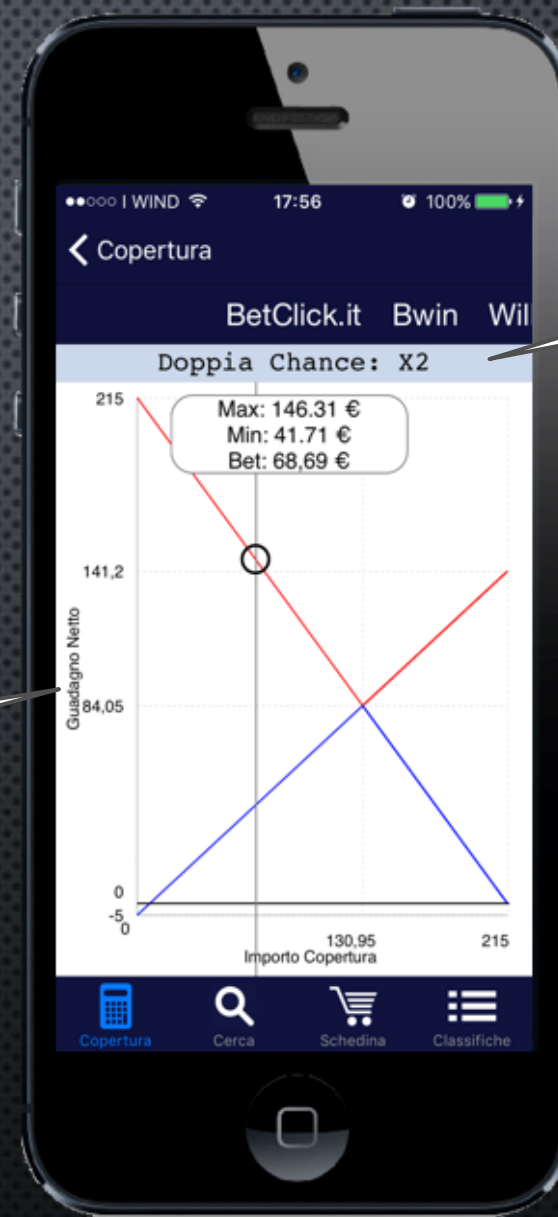
Copertura Cerca Schedina Classifiche



- USING A CHART, THE APP SHOWS HOW USER CAN BET.
- THIS FUNCTIONALITY CAN BE USED EITHER ONLINE OR OFFLINE

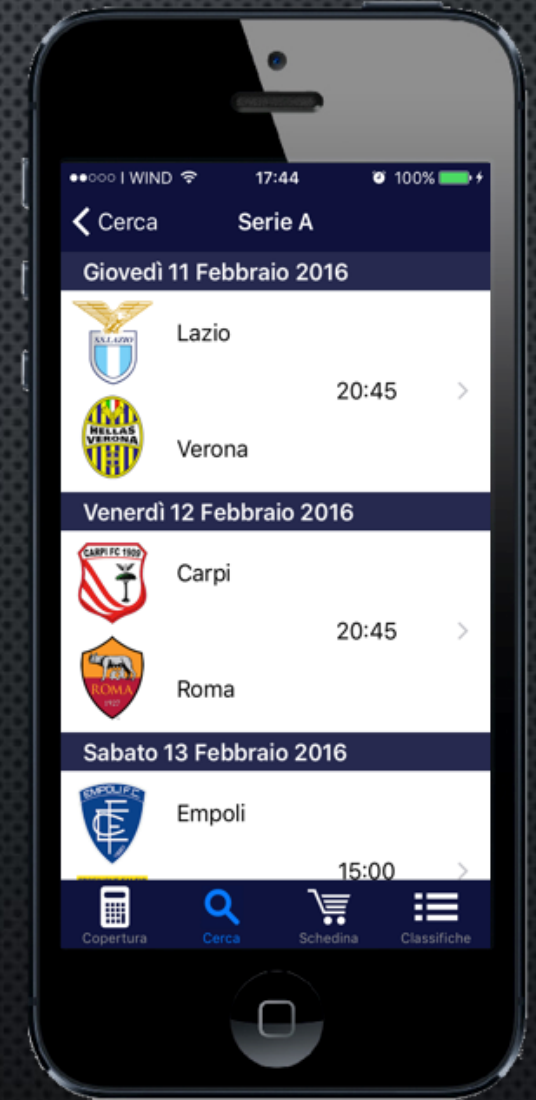
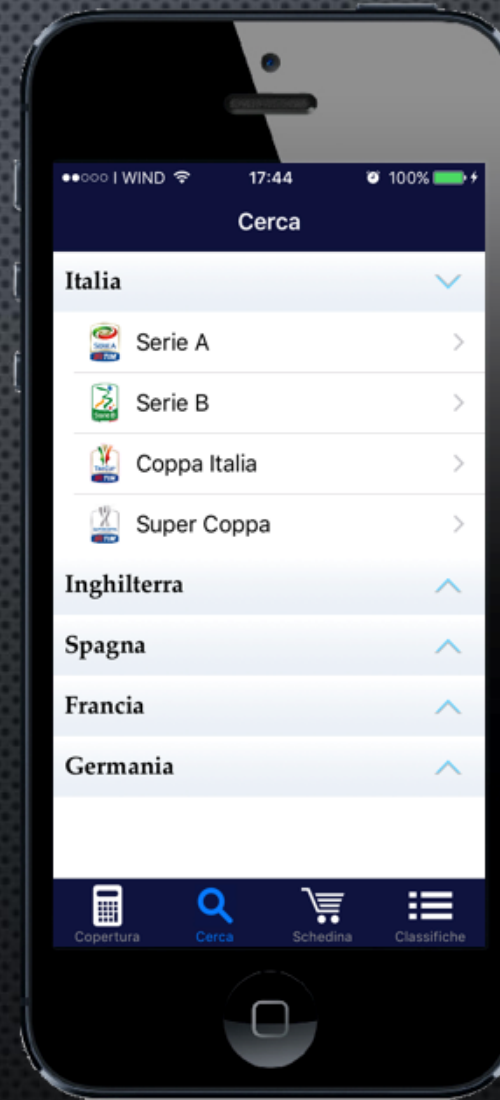
Charts display max and min win for every possible bet

In online coverage, user can see the kind of bet he has to do



# EVENT VIEWER

- USER CAN SELECT THE LEAGUE THROUGH AN ACCORDION MENU AND THEN CAN LOOK AT THE EVENTS SCHEDULED



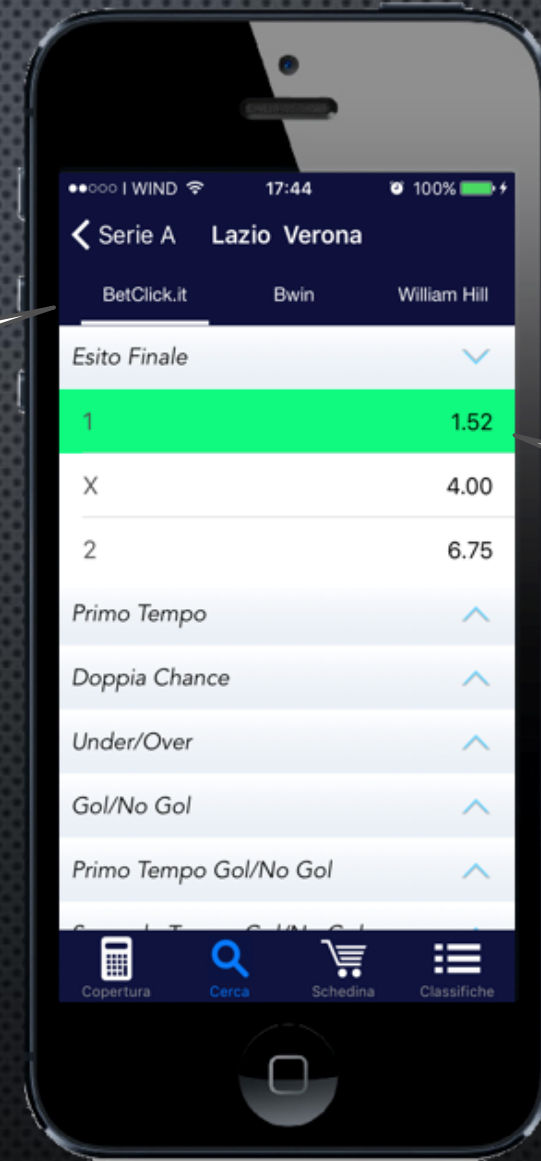


# QUOTE VIEWER

- USER CAN SEE THE DETAILS FOR THE SELECTED MATCH AND CAN ALSO PUT THAT EVENT INTO THE BETTING POOL

User can change the odds' provider

Green events are in the betting pool



# BETTING POOL VIEWER

- HERE USER CAN MANAGE THEIR BETTING POOL

To delete the betting pool

To add a new event

To delete a single event

User can modify the import and the bonus of the bet, the other data will update automatically





# LEADERBOARD VIEWER

- USER CAN SEE THE LEADERBOARD WITH SOME INFORMATION ABOUT TEAMS

User can select the league

Leaderboards display the team's standings





# DESIGN DECISIONS



# MULTITHREADING

- **Why Multithreading?**

Because we don't want to block the main queue's thread freezing the Ui while we do external requests. We would like to do our URL request in a different thread.



# MULTITHREADING

- **EXAMPLE OF A MULTITHREADED IOS API**

THIS API LETS YOU FETCH SOMETHING FROM AN HTTP URL TO A LOCAL FILE  
OBVIOUSLY IT CAN'T DO THAT ON THE MAIN THREAD!

```
LET SESSION = NSURLSESSION.SHAREDSSESSION()
```

```
IF LET URL = NSURL(STRING: "HTTP://URL") {
```

```
    LET REQUEST = NSURLREQUEST(URL: URL)
```

```
    LET TASK = SESSION.DATATASKWITHURL(URL!){ (DATA: NSDATA?, RESPONS: NSURLRESPONSE?, ERROR: NSError?) -> VOID IN
```

```
        //CODE ON DATA RETRIEVED FROM THE EXTERNAL SERVICE
```

```
        SELF.DELEGATE?.SETMATCHLIST(LIST)
```

```
    }
```

```
    TASK.RESUME()
```

```
}
```



# MULTITHREADING

- **HOW TO DO UI STUFF SAFELY**

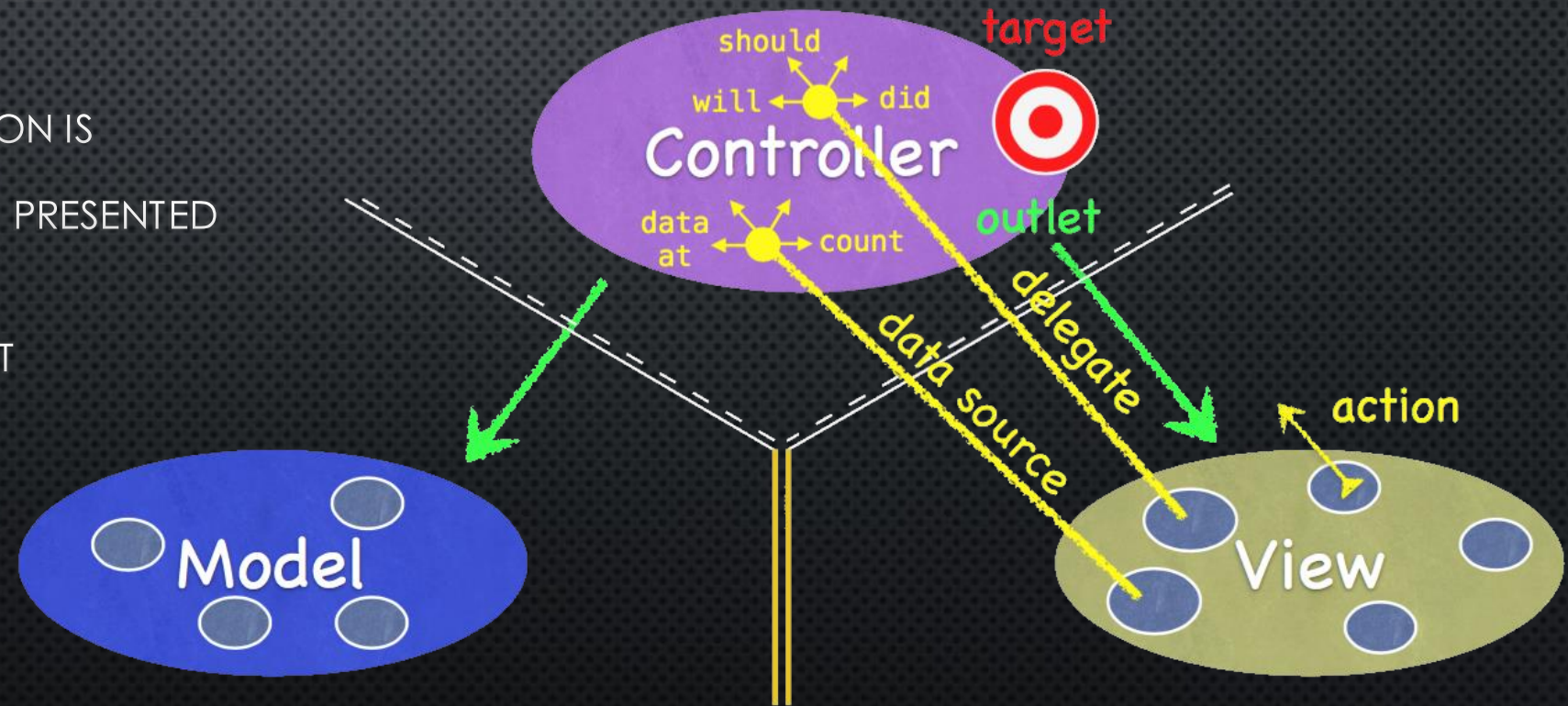
WE SIMPLY DISPATCHED BACK TO THE MAIN QUEUE THE OPERATIONS ABOUT UI UPDATES

```
FUNC SETMATCHLIST(MATCHLIST: [MATCH]?){  
    DISPATCH_ASYNC(DISPATCH_GET_MAIN_QUEUE()){ () -> VOID IN  
        IF( MATCHLIST == NIL){  
            //DISPLAY ALERT MESSAGE  
        }ELSE{  
            SELF.MATCHES = MATCHLIST  
            SELF.SPINNER.STOPANIMATING()  
            SELF.REFRESHCONTROL?.ENDREFRESHING()  
            SELF.TABLEVIEW.RELOADDATA()  
        }  
    }  
}
```



# MODEL - VIEW - CONTROLLER

- DIVIDE CLASSES INTO 3 MAIN AREAS
- MODELS AND VIEWS NEED TO BE INDEPENDENT
- **MODEL**: WHAT THE APPLICATION IS
- **CONTROLLER**: HOW MODEL IS PRESENTED TO THE USER
- **VIEW**: CONTROLLER'S SERVANT





# MVC: WHY WE USED IT

- IT IS ONE OF THE BEST PRACTICE FOR PROFESSIONAL PROGRAMMING IN AN OBJECT ORIENTED ENVIRONMENT
- THIS PATTERN GAVE TO EACH MEMBER OF THE TEAM A COMMON POINT OF VIEW ON HOW TO DEVELOP THE PROJECT
- IT SEPARATES BUSINESS LOGIC FROM UI, SO CODE IS CLEANER AND EASIER TO MAINTAIN AND DEBUG
- GOOD REUSABILITY FOR MODEL CLASSES

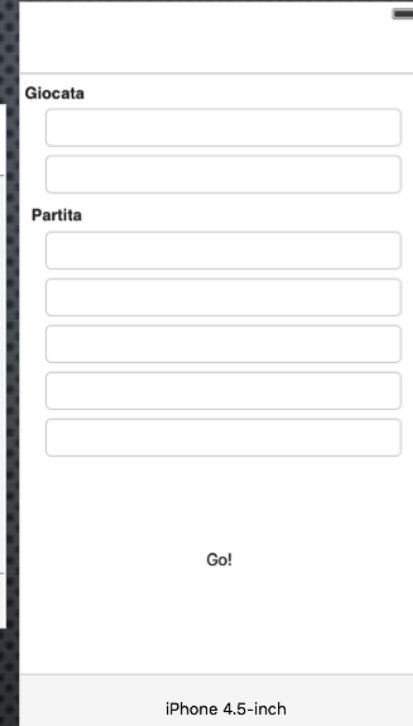


# PERSISTENCE

- USED TO SAVE IN A PERSISTENT WAY BETTING POOLS
- USE OF NSUSERDEFAULTS, BECAUSE DATA ARE SIMPLE AND SMALL



# LAYOUT



- THIS APP IS CREATED FOR ALL IPHONE DEVICES
- LAYOUT IS DESIGNED TO BE EFFICIENT ON EVERY SCREEN DIMENSIONS

THANKS FOR WATCHING!

NOW IT'S DEMO TIME.