SILESIAN UNIVERSITY OF TECHNOLOGY ENGINEERING THESIS

WEB APPLICATION FOR THE ORGANIZATION OF AMATEUR FOORBALL MATCHES



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Presentation plan

- 1. Motivation
- 2. Objective and scope
- 3. Frameworks
- 4. Topic analysis
- 5. Use examples
- 6. Future works



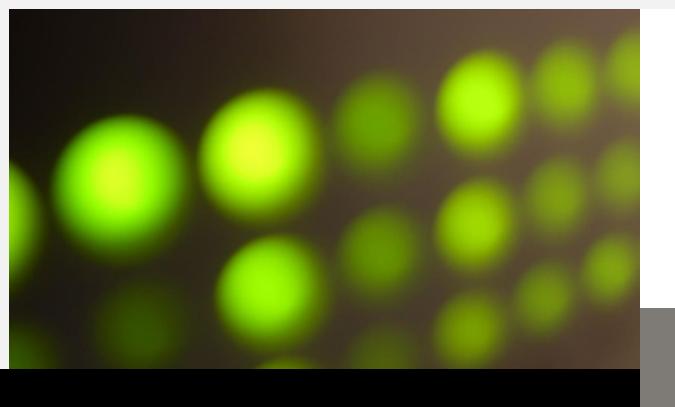


Motivation

Factors that influenced the choice of work topic

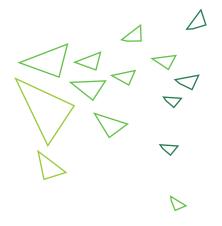
- Web application development
- Interests
- Lack of a similar system





Objective and scope

What it includes and what the assumptions are



Zaprojektowanie i stworzenie aplikacji internetowej, która wspomagałaby komunikację między osobami zainteresowanymi amatorską grą w piłkę nożną.

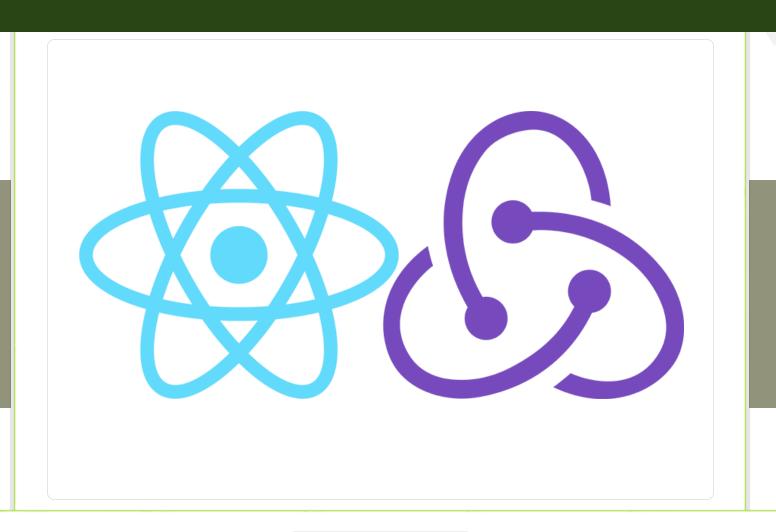
Dzięki aplikacji zawodnik może szukać grupy ludzi do grania lub stworzyć drużynę samemu. i ustalać termin spotkań. Drużyny mogą umawiać się na mecze i szukać nowych członków.



Frameworks

React + Redux

- Biggest society
- All in JavaScript
- Virtual DOM
- Web and native applications





Frameworks

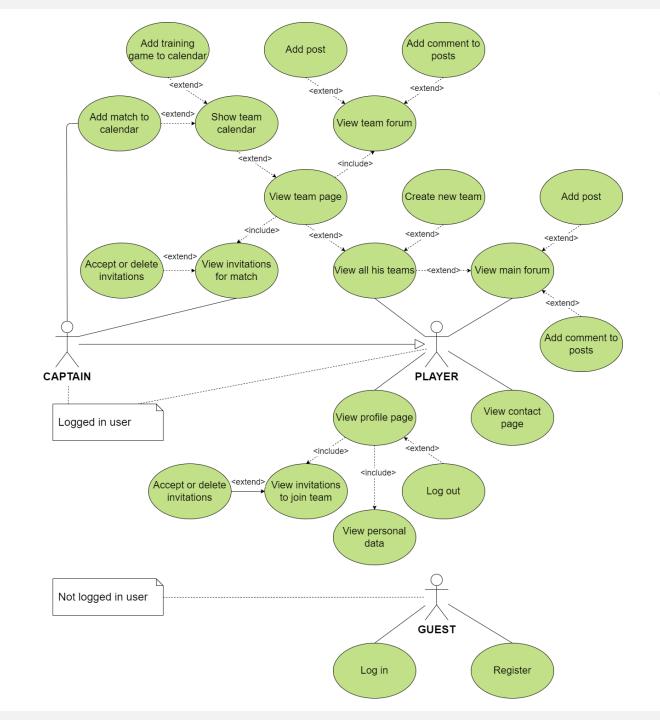
Node.js + Express.js

- High performance
- All in JavaScript
- Easy to learn



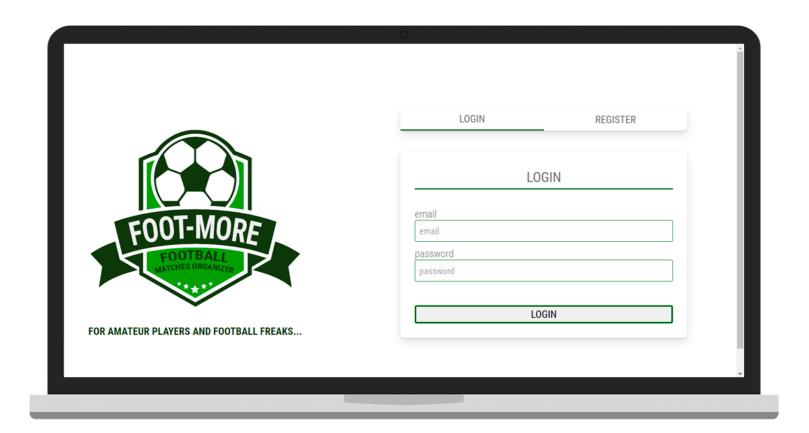


Analysis - use case diagram





Use example – guest page

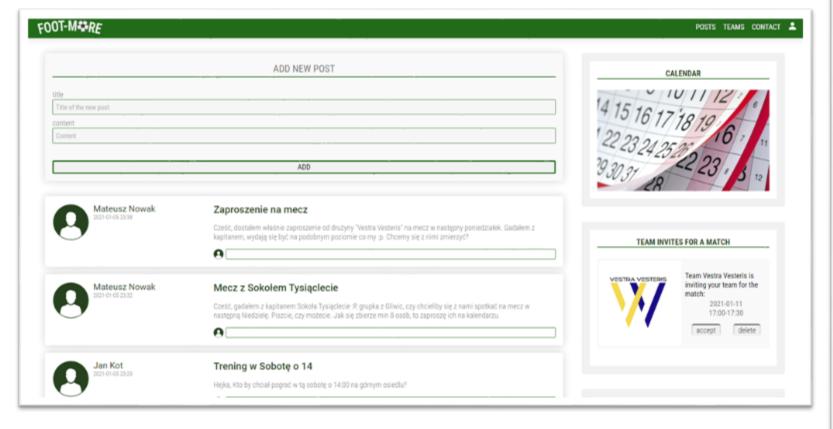


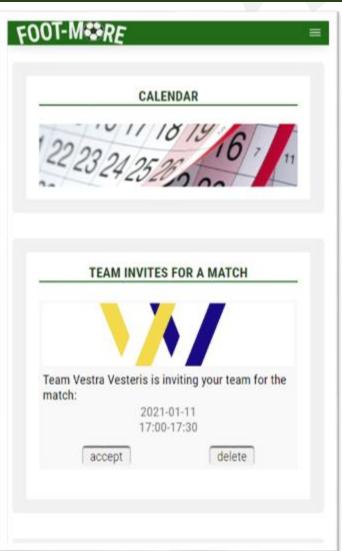




Use example – main forum

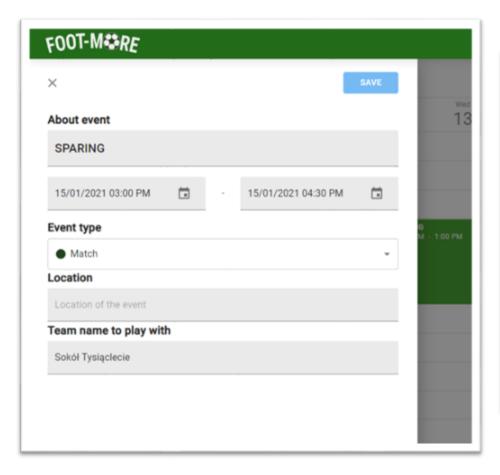
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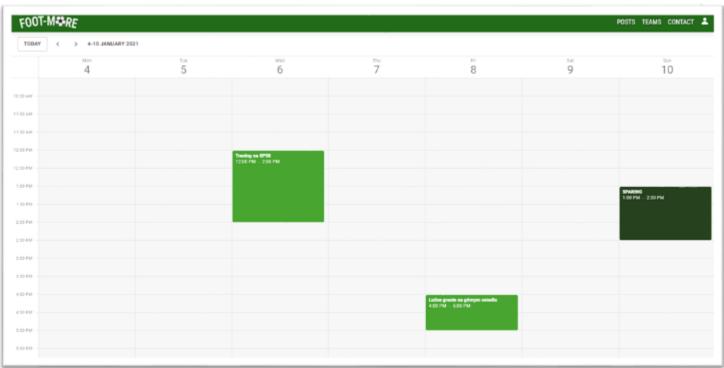






Use example – team calendar













- Team chat
- Division of the main forum into regions
- Notification
- Option to book a pitch by the app



Thank you!

