Pawn-shop bets

Glossary

Version <1.0>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| <31/Mar/19> | <1.0> | Few terms that will be used in the application for sure. Possibly the only ones. | Iacob Gabriel |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Introduction 4

2. Glossary 4

Glossary

# Introduction

This project appeals to the general population so there are no complicated terms. Most of the things you need to understand to use the application as a client are from the betting domain.

# Glossary

|  |  |  |  |
| --- | --- | --- | --- |
| **Term** | **Definition and Information** | **Format** | **Validation Rules** |
| Odds | Odds or betting odds means how much money you can get by winning the bet.  Example: If you bet $10 on 3:1 odds, you will get $30 profit.  Odds can be between 0 and 1, because they only include the profit. Winning a bet on 0.5:1 means you get half of your bet as profit. | X : 1 | X greater than 0. |
| Estimated value | When depositing an item, the pawnbroker (employee who receives your deposit) has to estimate it’s value in such way that it is at most equal to item’s actual value.  This value will be what the item will be worth on the application platform. | X | X greater than 0. |