

Application for forecasting sport events

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Abstract

Human needs to be always up to date bring information technology to a direct line for the creation of new devices and gadgets. The inconvenience of operating computers and laptops leads to the appearance of various mini-computers, smartphones and communicators, which are based on the same operating system. The leading positions today are occupied by the Android and iOS platforms. But these platforms can work fully only under one condition - if mobile applications have been developed for them.

Nowadays, sport has become an integral part of our lives. Moreover, each of us may have a different attitude to sports: someone prefers to watch it on TV, someone is involved in some kind of sport or general physical training, but someone prefers to bet.

1 Introduction

Sports betting is the most popular form of gambling. It occupies 40% of the gambling market. According to the Statista portal, every resident of the United States over 18 at least once bet on sports. People bet among themselves since ancient times. In ancient Greece, spectators bet on the outcome of the Olympic Games, in ancient Rome - on the victory of gladiators and charioteers. There were no bookmakers then: the audience made a bet directly. Currently, betting is possible even with mobile phones. Sports betting is a gambling and rather exciting occupation; beginners in this business often start on their own: first bets, first wins and first defeats. The whole process resembles an exciting game, but with a risk, stay in the black or lose everything.

The purpose of this thesis is to develop software for the iOS / Android platform an information application for displaying the forecast of sporting events.

Tasks: to study and improve knowledge in the development of applications for mobile devices, as well as to develop the above program. Get familiar with multi-threaded applications and platform features.

The subject of development is software methods and development methods for predicting sports events.

The design of the necessary software product must be organized with support for adaptive design to correctly display all the functionality on various devices of the iOS/Android platform and with support for the minimum available update.

Development Tasks:

- study of the subject area of sports forecasts;
- study of existing software solutions in this area;
- formation of the problem statement;
- analysis of the requirements for the sports forecasting software system;
- software system design;
- software implementation of a sports forecasting

system;

- testing of the developed sports forecast system.

2 Overview

Analysis of a sporting event is a comprehensive work on the analysis of all available statistical and news data related directly or indirectly to this event.

The merit of sports predictions. On most sites involved in such activities, sports forecasts come out every day. This allows them a huge selection daily. In addition, each forecast is supported by analytical calculations confirming this point of view. All users can view forecast statistics. On its basis, you can verify the quality of the forecast of any specialist.

Disadvantages of sports forecasts. Forecasts for sports are not reliable. No one can give one hundred percent prediction as the competition in modern sports is at the highest level. This is precisely the main drawback. It is worth noting the fact that for some people this process can be addictive, so you should approach this activity wisely. Features of the subject area is to provide the user with the opportunity, in real time, to track sporting events, to receive forecasts for these events (Football, UFC).

The application should solve the following problems:

- Alerting the user about upcoming sporting events;
- display of full information about events;
- display of the results of all forecasts;
- provide predictions to the user for upcoming matches;
- provide the user with a personal account and its history of selected forecasts;

3 Decision

During the analysis of analogues, the following requirements were identified:

- The application must have adaptation for different

mobile versions of the iOS / Android platform;

- The application should show and update forecasts in real time;
- The application should be accessible with the introduction of the minimum necessary set of information;
- The application should have a convenient and intuitive interface and design that ensures comfortable work with the application.

The application will predict using a special algorithm that will predict instead of cappers.

References

[13] *What are sports predictions?* E-source: <https://www.finanbi.ru/prognozy-na-sport-931>

4 Conclusion

When writing a graduation project, the main problem of the software product being developed was identified, the goals and objectives of development, the subject and object of development were formed. To understand the developed product, information about this area of its advantages and disadvantages was displayed. 2 analogues of the future software product were reviewed, their pros and cons were agreed upon, then development goals were set, and a new, intuitive interface and design was designed to ensure comfortable work with the application.

[14] *History of bets for sport.* E source: <https://forklog.com/sp/betting/>