terms and conditions for the execution of the order, after which he informs potential customers and, finally, if they agree, he ensures the delivery of the goods.

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DEVELOPMENT OF THE REPRESENTATIVE SITE
FOR SHOP EQUIPMENT

For the development of the client part of the application, the React library was used. This library was chosen due to its high speed, simplicity and scalability in the development of user interfaces. The development of the server side of the application was carried out using the Node.js software platform, which is perfect for small web applications, such as online storefronts or online stores.

MongoDB was used as a DBMS. This system copes with scalability problems that arise when using SQL DBMS, and also has good integration with the Node.js software platform.

The final product has the following structure: main page; products page of a certain category; product page; store information page.

The main page performs the presentation function. It presents a catalog of goods and a brief description of the features of the store. At the top of the main page is a slider, which displays information about the latest arrivals in the store and other advertising information. Below is the navigation menu in the form of a grid with images of the goods. Next is information about the store.

Products page of a certain category contains a list of products according to the user's choice. Each product displayed in this section is a card with a brief information about the product.

After click on the «Buy» button, the user is prompted to enter their contact information for placing an order in a special pop-up window.

To complete the process of placing an order, you must click on the "Checkout" button. To close the menu, click on the corresponding icon.

To go to the detailed description of the product, you must click on his card. When performing this action, the user will be redirected to the page of the selected product, containing photos of the product, detailed specifications and a video with an overview.

The site header contains menu navigation for product categories, store opening hours and contact phone numbers. The site's footer contains contact information, links to social networks, office address, legal information, link to the store certificate. The information page of the store displays information about the company's business, terms of ordering goods, terms of payment for goods, terms of delivery of goods, contact details, legal address, location of the office on the map.

The project under development was implemented with all customer requirements in mind, hosted on a web hosting service and regularly maintained by the administration of the site.

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DEVELOPMENT OF DATA TRANSFERRING SUBSYSTEM IN THE ONLINE BOOKMAKER PLATFORM

The title of the project is: developing online bookmaker platform, which is based on e-commerce platform – Hybris. The project was created for more convenient and comfortable methods which help users do bets without any problems like offline bookmaker have.

This application gives good possibilities for betting online, doing some payment transactions without any delays, tracking user's bets and checking full schedule for all matches in online mode.

The main things in the common model of data are: matches, bets, playing teams and etc. Each type of the application is declared in special file: extention_name-item.xml. Also, there are described all inner types such as: Atomic Integer, Collection Type, Enum and Map. Beside of that, this file contains relations among models. Relations is the responsibility of Relation type which has special attributes.

The core of Hybris platform consists of Java-framework Spring. It means that all of the objects are created by Spring technologies with help special con-fig-files which create by XML format.

The architecture of project was implemented by standard pattern of web-developing: MVC. This application consists of several layers: DAO (Data Access Object) layer, Service layer, Facade layer, Controller, View. These levels are responsible for data transferring among levels from user view (browser, mobile application and etc.) to data base or some external system and vice versa: