Claims

We Claim,

1. A method of receiving activity data from an external server to an application server, the method comprising:

   monitoring, by the application server, at least one live event from a plurality of ongoing events;

   identifying, at the application server, a plurality of crucial activities from a plurality of crucial activities associated with the live event, wherein each crucial activity corresponds to a phase of the live event associated with a level of activity;

   automatically configuring, at the application server, a respective frequency rate for each of the plurality of crucial activities, wherein the respective frequency rate is set by the application server based on at least one of: a type of the live event, a total duration of the live event, and a current stimulation of the live event;

   detecting, at the application server, occurrence of a first crucial activity from the plurality of crucial activities;

   initiating, at the application server, a first trigger upon detection of the first crucial activity, wherein the first trigger initiates a repeating API call to pull the activity data relating to the live event from the external server at a first frequency rate; and

   receiving, at the application server, the activity data of the live event at the first frequency rate from the external server, wherein the first frequency rate is every 15 seconds, wherein the application server transitions from the first frequency rate to a different frequency rate upon detection of a subsequent crucial activity, thereby dynamically adapting data retrieval based on progression of the live event.

2. The method of claim 1, wherein the activity data of the live event is received by the application server through a pull mechanism initiated in response to each repeating API call at the first frequency rate, wherein the pull mechanism reduces data traffic and congestion between the external server and the application server.

3. The method of claim 1, further comprising:

   detecting, at the application server, occurrence of each of a second, a third, a fourth, and a fifth crucial activity from the plurality of crucial activities; and

   initiating, at the application server, a second trigger, a third trigger, a fourth trigger, and a fifth trigger respectively upon detection of each corresponding crucial activity, wherein each of the second, third, fourth, and fifth triggers initiates a repeating API call to pull the activity data relating to the live event from the external server at a second,

third, fourth, and fifth frequency rate respectively, wherein the application server sets each of the second, third, fourth, and fifth frequency rates based on the corresponding crucial activity.

4. The method of claim 3, wherein the second, third, fourth, and fifth frequency rates are 25 seconds, 35 seconds, 45 seconds, and 55 seconds respectively.
5. The method of claim 1, further comprising:

   determining, at the external server, a real-time status of the live event and updating the activity data accordingly; and

   configuring, at the application server, the plurality of frequency rates based on at least one of the type, duration, and current stimulation of the live event.
6. The method of claim 5, wherein the application server automatically transitions between the plurality of frequency rates upon occurrence of each crucial activity to reduce load and data congestion during transmission.
7. The method of claim 5, wherein the live event is a sport event having a duration of 4 hours 10 minutes, wherein a first frequency rate of 15 seconds is set for time intervals of 0–30 minutes, 91–120 minutes, 131–160 minutes, and 221–250 minutes and a second frequency rate of 25 seconds is set for time intervals of 31–90 minutes and 161–220 minutes.