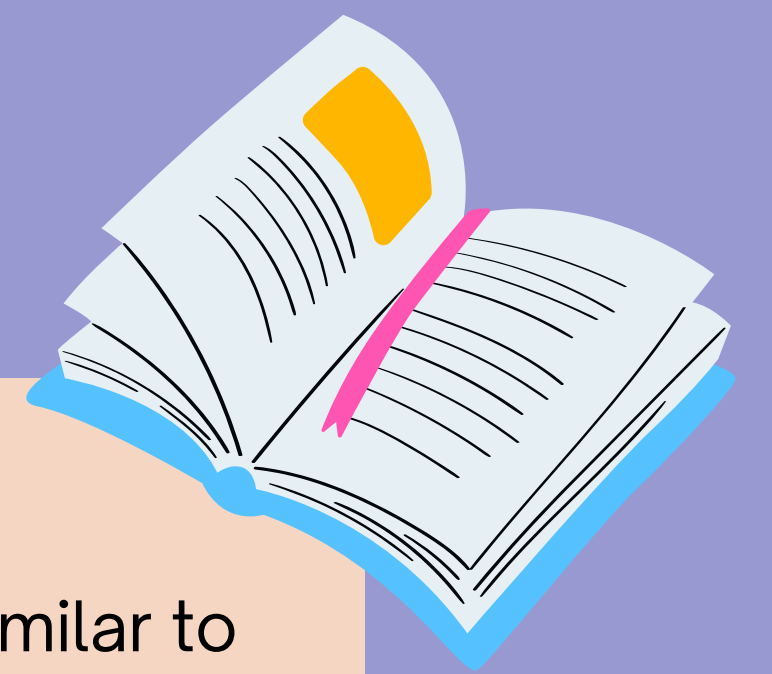# EBOOK-PROJECT

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Introduction

We are going to look at an e-book platform, from initial conceptualization to system testing and debugging. It focuses on explaining the technical aspects involved, including requirements analysis, design, implementation of features and functionality, and system testing.

Goal

- To develop a platform that works in a similar to Bookmate and provides most of the services.
- Develop the Software using Design Patterns to increase scalability and learning good practices.
- Develop a frienfly user interface to improve everyone's experience

Description

This is a project where is used design patterns and object-oriented design in order to provide some good code practices with services related to book's information and some other related things.
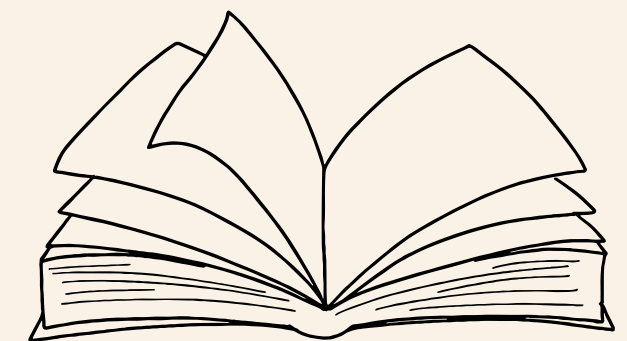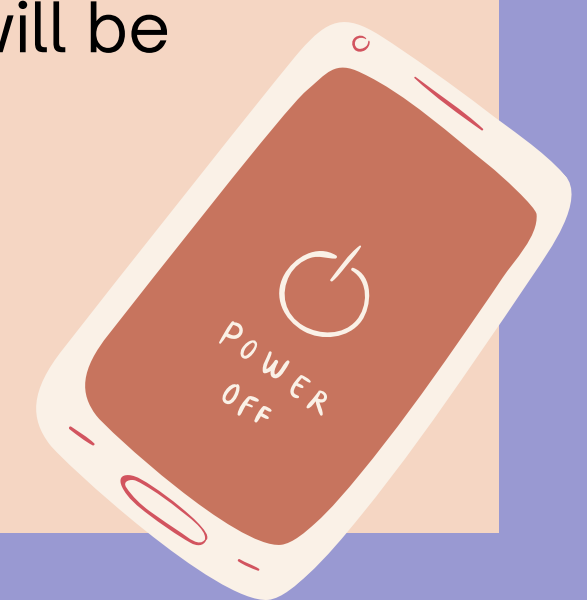
Class Diagram
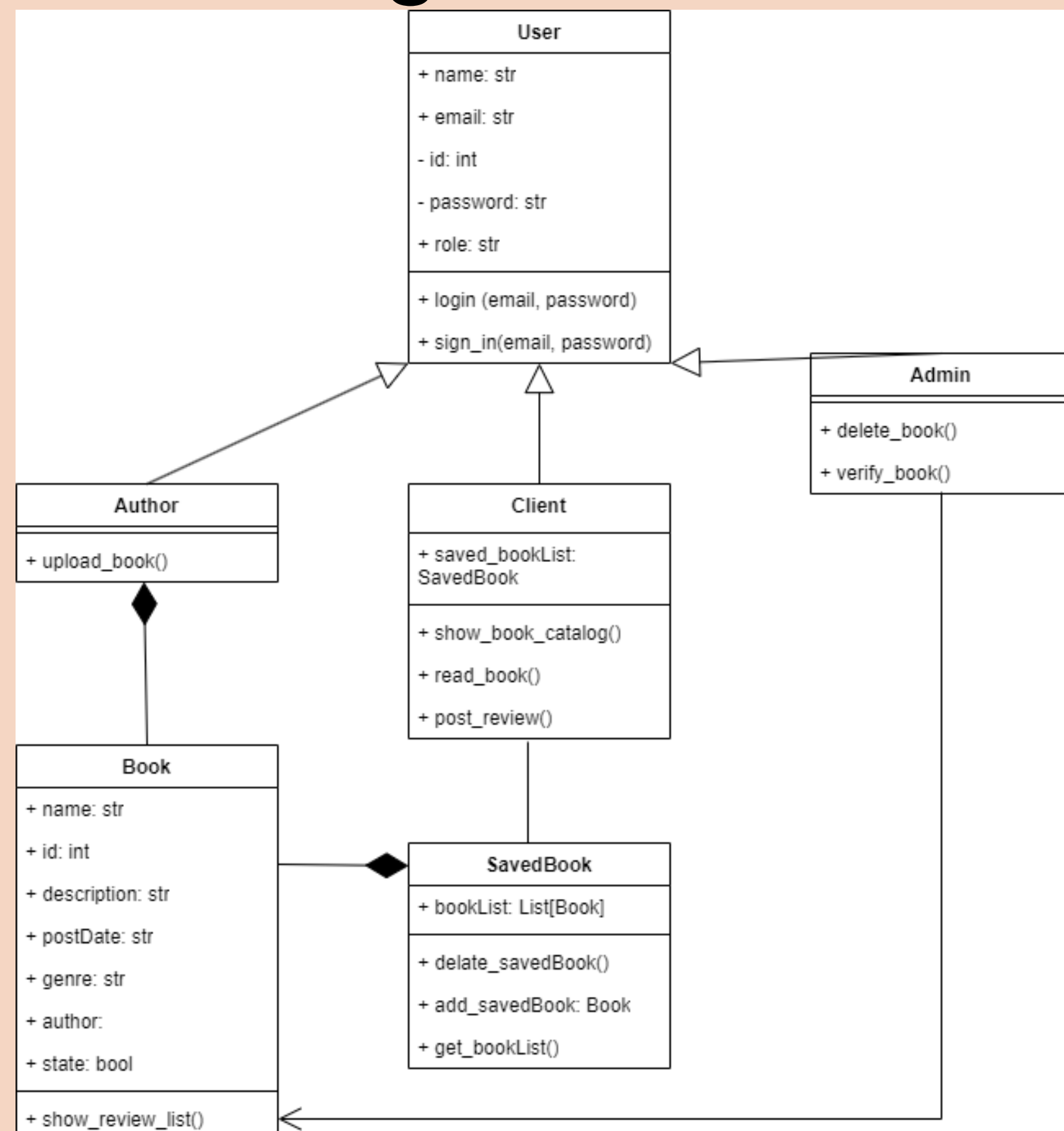
Tools

The backend will be developed with Python 3.12 and related technologies like FastAPI to create web services efficiently, SQLAlchemy to interact with relational databases. For the frontend, Bootstrap, HTML and CSS will be used to simplify development.

Bussines Rules

- Users must register with valid email and a secure password
- The content that the users post will be subject to moderation to avoid inappropriate content.
- The personal information of the users must be treated confidentially and protect against unauthorized access.
- Links provided to read books must be verified to avoid security problems for the users.

Bussines Model

It is a web application that offers an e-book reading service where users can publish their own books, find relevant information about books by other users and their authors, read opinions from other readers and access links to books for reading. . Helps people interested in reading books.