

Final Project

The Online Book Store App -
allows customer-users to shop for books
and admin-users to manage the inventory

1. **Presentation (PZR1):** Monday, July 8th 2024 at 12:15 p.m. in WH C 639
2. **Presentation (PZR2):** Wednesday, October 2nd 2024 at 10:00 a.m. in WH C 447

In this final project you will transform your app into an online book store.

1. Your app needs to know two user roles, 'admin' and 'customer' and provide at least one login for each role. Use the two existing Bookmonkey users and update their profile respectively:
 - a. For the user with email 'admin@...' add the property "role": "admin"
 - b. For the other user with email address 'admin2@...': change the email to 'customer@...' and add an the property "role": "non-admin"
2. Create a Login page with an email input field, a password input field (both inputs are 'required') and a login button. The login page should open automatically when no user is logged in. Header with the title/name of your app and footer with imprint info should be displayed. You don't need to provide "registration" functionality.
3. Header and footer shall be displayed at all times.
4. Incorrect login credentials shall be rejected, the login page remains in place. The user needs to understand that incorrect data was entered.
5. Correct login credentials will let the user in. Your app can display a listing of books right away or give the user options of what to do next – it's up to you, but must be intuitive.
6. Logging in as "admin": This user can CRUD books, i.e., manage the inventory. Admins cannot purchase books.
7. Logging in as "customer": This user can look at books and select books for purchase.
 - a. Books selected for purchase will need to go into a shopping basket
 - b. The shopping basket provides the following functionality:
 - i. Displays the books in the shopping basket with title, author, price and total price
Example:
 - "Pippi Longstocking" by Astrid Lindgren: 10 Euro
 - "The little Prince" by Antoine de Saint-Exupé: 10 Euro
 - "The Very Hungry Caterpillar" by Eric Carle: 9 Euro
 - Total: 29 Euro
 - ii. User can add books to the shopping basket
 - iii. User can remove books from the shopping basket
 - iv. User can save the shopping basket for later (user logs off and logs in later: shopping basket is still available)
 - v. User can checkout, i.e., 'buy' the books in the shopping basket. After clicking the corresponding "Buy/Checkout/Purchase" button, the app displays a "thank you for shopping..." page. Payment data doesn't need to be entered, neither do shipping addresses. You can add shipping addresses to the user profile and display it on the "thank you" page, but you don't need to. Completed shopping baskets do not need to be saved. I.e., the customer-user only needs to be able to see 'open' shopping baskets.
8. For the teams of two: The two lists of books will become two separate online book stores. Give them names accordingly. Your customer-user needs to be able to see the difference of the two stores. Customer-user can shop in both stores, but will only have one shopping basket, which, hence, can be filled with books from both stores. Provide the functionality as described in 7. (above), in addition, when displaying the books in the shopping basket with title, author, price, **add the name of book store**, where the book came from.