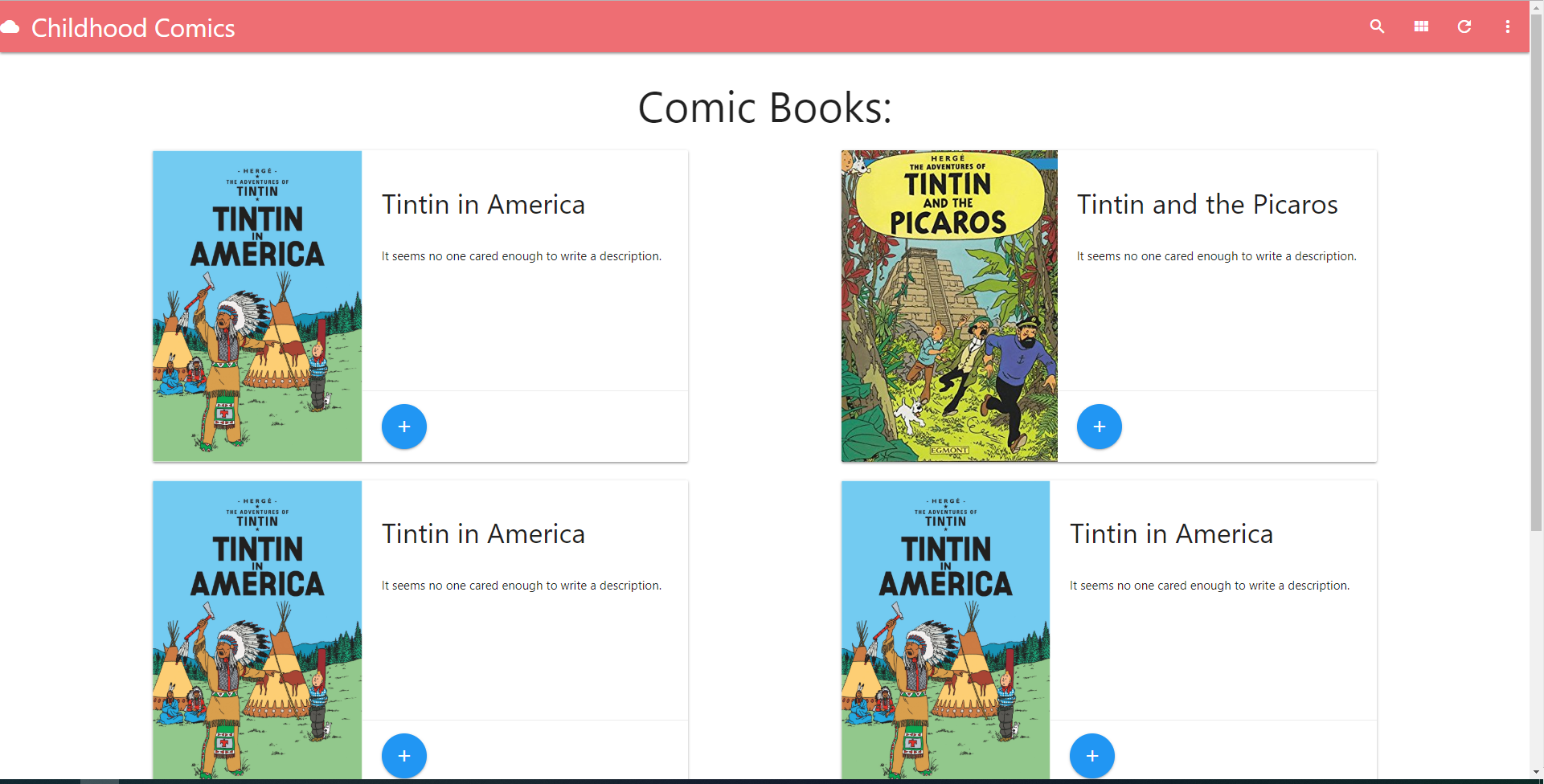
Task 0 : Explain what you are doing/ going to accomplish

*Make a website that allows users to purchase and manage comic books*

Task 1: Sketch interface design



Task 2: Identify any classes required

*Books – Stores information on all the books.*

Task 3: Identify information to be displayed

*None*

Task 4: Identify user inputs

*None*

Task 5: Identify any constants or existing data if required

Books

Task 6: Identify indexed data structures

Stores books

Task 7: Determine what calculations are necessary

*None*

Task 8: Develop a modular structure for your program

*Class Books:*

*Make appropriate constructor that created all the data needed*

*Def web page:*

*Passes and manages data that is required for given web page*

*Run server*

Task 9: Define the functions identified

*Import bottle functions*

*Import a counting function*

*Define book class:*

*Define name*

*Define description*

*Define cost*

*Define stock*

*Define photo*

*Define constructor(name, cost, stock, photo):*

*Define object name variable*

*Define object description variable*

*Define object cost variable*

*Define object stock variable*

*Define object photo variable*

*Define books array:*

*Create book object passing required variables*

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*Create book object passing required variables*

*@route(/store)*

*@view(store)*

*Define index page function:*

*Do nothing*

*Run server with port 6969*

Task 10: Address any relevant implications such as usability,

functionality, legal/ethical requirements.

*Make sure all the books are child friendly*

Task 11: Document test cases for testing the program

*Test the server by trying to run it.*

Task 12: Refine the plan

*.*

Task 13: Document testing

