**Online book store**

Your team has been asked to create an online book store web application for a local book vendor. The vendor deals with different types of books and authors from many countries. As part of the team that is responsible for executing this project you have been tasked with building a prototype demonstrating the working of the online bookstore.

To accomplish this task, you have been supplied with a sample dataset of 12 books. Each book has some details associated with it like the name of the author, price, sample image and description. The prototype should have a responsive user interface built using HTML 5 and must be interactive.

The prototype should have a row by column layout where each row contains details of four books. The landing page should also have a display element that will project the purpose of the site and direct the user’s attention to it. Upon selecting a book, the details of the book must be displayed in a pop-up dialog and the user should be able to add that book into their shopping cart. Upon selecting the cart, another pop-up dialog should open which would let them view all the books they have added and the total cost of their purchase. The user should also be able to remove the added books from their cart as well. Since this is a prototype that quantity of each item is limited to one. Finally, the site should have a checkout function which will allow the user to enter a billing address and provide their payment details. Once the payment is complete the cart should be emptied out and made ready for the next purchase.

You have asked to build the prototype using HTML 5, bootstrap 4, JavaScript