Book Library

Requirements

DecaDevs are required to have completed the following Outcomes: 1 - 4

Problem Description

A book Library where a **student**, **teacher** borrows books. When the copy of the book is no longer in the library. The library should return "book taken". They can be multiple copies of the same book in the library. The books are given in a **first-come-first-serve** manner, but when a teacher is requesting for the same book a student is requesting for, the teacher comes first and when a junior student is asking for the same book a senior student is asking for, the senior student comes first.

You can have an **admin** as the

Simple Rules to Note

- ❏ Prototypes of all resources should have methods for creating, reading, updating, deleting and searching on them.
- ❏ Use Inheritance where it should be used based on how you have been taught.
- ❏ Write extremely clean code and abide by all the best practises stated in the last class we had. You will be graded on the cleanliness of your codebase. (Commenting is also extremely important).
- ❏ Note that the trainers will try to clean up your code and if he is able to do that, you will lose marks. This involves space and time complexity.
- ❏ Poor Git-Flow and unnecessary mistakes such as pushing node_modules and coverage folder to your repo will not in any way be tolerated.
- ❏ Remember to make your submission through a pull request to your master branch.

❏ Your repository on this project must be a **private** GitHub repository and all trainers should be invited at the point of repo creation.

❏ TDD is non-negotiable. You must adopt it to the last button in the process of working on this project.

❏ The project must be completed in no more than 72 hours (not 3 days).

❏ You are not to collaborate with any other DecaDev on this project. You must work on your own. This is not a project for peer programming or instructor coding review. Do it yourself.

❏ You can always get clarifications from instructors but the instructor will in no way help you with algorithms, implementation details, code structure etc. In fact, just assume you are the only programmer on Lagos Island and the trainers are people who are relevant only because they were somehow able to set the question.

How will I complete this project?

1. Use ES5 consistently throughout the project
2. Organise the folders for your module (application), to house both your code base and the tests
3. Write tests to cover all the methods to be written, before development begins (TDD)
4. All the tests should fail, hopefully, for all the methods below
5. Test acceptance is 97% coverage.