The zip file contains the final project, the virtual environment, and the necessary images. Additionally, it includes an existing file named anm\_LittleLibroInventory.txt that lists the books added during the testing phase. The README file serves as the user manual, and there is also an Excel file containing my test data, screenshots of successful tests, and a summary of the testing.    
  
Here is the link to my GitHub repository: <https://github.com/amolinet/SDEV140_FinalProject>

**Project Plan:**

Name of GUI application: LittleLibro

Purpose of the application: An application that can be used to inventory your personal library

Goals for application: The goal is for users to be able to input books that they own. The application should be able to track some metrics like read, not-read, to-read.

Target audience:

* + Target audience age: Teen+
  + Target Gender: Women
  + Socieconomics:
    - Middle class
    - Readers
    - Highschool graduate and beyond

Outline of GUI applicaiton :

* + Buttons:
    - Open entry window
    - Add Entry
    - Exit entry form button
    - Exit application button
  + Bookshelf: a list of books in personal inventory
  + Tags: Genre, Author, Read, Not-Read, To-Read, Type
  + Windows:
    - Welcome screen: Contains entry buttons, exit buttons and an image from the George Peabody Library
    - Entry Screen: Has sections for entering new books
      * + Type: Audiobook, Ebook, Hard Copy
        + Title: “Book Title”
        + Author
        + Genre
        + Read/Not-Read/To-Read
        + Button to add entry to a .txt file called anm\_LittleLibroInventory
  + Input Validation
    - There is input validation that ensures certain sections cannot be left blank. An error message will appear and informs users that fields must be filled.
    - When the book has been successfully added to the .txt file a message will appear saying that it was successful.