Prereqs:

Gold Supply – This farm will not function without Tons of gold for apples

Limited Redstone – This farm requires about 36 Redstone per module and 1 nametag (potentially)

STEPS:

1. Build each Module. You should be close to a villager breeder and can alternate getting desired trades and filling in the villagers
2. Assign the trades you want before you put in the villagers. Pathfinding issues can delay it. Remember that Untraded Zombie Villagers will despawn. Remember that Zombies Burn. Lightning proof your trade hall. If you can get a zombie to hold a weapon, it won’t despawn. A Zombie Villager that picks up a sharpness diamond sword would be ideal.
3. Best Trades to Start with: Fletcher with Weakness arrows, Farmer with apples, glass, paper bookshelf, Librarian with good other trades.
4. To place in a villager: train into the right spot. Fill the inside corridor of the trade hall with a block while crawling. Break their minecart while still crawling, then flip the trapdoor up and flip the lever.