

Home > Course > Learn Programming With JavaScript > Activity: Help create a book-tracking app for readers!

Learn Programming With JavaScript

20 hours 📶 Easy

License   

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1. Instructions

- i** You'll find all the information you need to succeed in completing your activity within the instructions. Take the time to read them thoroughly before getting started. Once you've finished, send your file (using a ZIP format) at the bottom of the page.

After your work on the video streaming website, you are asked to build an app called *Booked up!*, which will allow users to keep track of the books they are reading/have read.



An app for tracking book reading!

Your job is to create the `Book` class, and to populate the development database with three or four books to make sure the interface works properly.

[Implement the book list now!](#)

Deliverables

Create two files on your own computer — `Book.js` and `database.js` — which contain your final code. These two files must be in the zip file you upload.

< Write clean and maintainable code >

- ✓ 1. Understand parameters and return values
- ✓ 2. Take a closer look into methods: defining instance methods & fields
- ✓ 3. Write clean functions
- ✓ 4. Test that a function does what it says
- ✓ 5. Debug your function
- ✓ 6. Go recursive: calling functions within themselves
- ✓ 7. Part 3 summary

► **Activity:**
Help create a book-tracking app for readers!

Teachers

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Fascinated by limitless opportunities in the universe of unknown. iOS engineer, interaction designer, entrepreneur, educator, writer.

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