

bookz_player (v1)



Overview

The `bookz_player` module contains the entry point for a program that displays bookz on the user device.

The bookz Library

The `bookz_player` works with a collection of bookz. There can be at most 10 bookz in the collection, and they are numbered 0 through 9. (An analogy is the collection of pre-set radio stations in a car stereo.)

Use Case Descriptions

The requirements for version 1 of the `bookz_player` module can be summarized in the following use case descriptions.

<i>Use Case:</i>	Read a bookz
<i>Preconditions:</i>	The bookz with the appropriate ID is in the directory containing the executable
<i>Basic Flow:</i>	<ol style="list-style-type: none">1. The user opens a command shell2. The user changes the directory appropriately3. The user types <code>./bookz_player ID</code>4. The system displays all of the "lines" of the book (one per second)5. The system displays the number of lines read
<i>Postconditions:</i>	The system exits
<i>Notes:</i>	If the preconditions are not satisfied the system silently exits
