**Dan’s contribution**: keeping the minutes, coded ArtworkManagement (modified by Alex when the whole system was put together), helped with the adapting the system from the A1 coursework to work for the A3 coursework (using IDs to recreate the references when the system is rebooted), explained how the back end works to Marco and Jordan, writing own contribution in the contributions report

**Artwork Management**

1. Class Name: **ArtworkManagement**

2. Author: **Dan-Cristian Culea**

3. SuperClass: **None**

4. SubClasses: **None**

5. Responsibilities:

-stores all Artworks (paintings and sculptures)

-returns a list of all Artworks

-searches for an Artwork by its ID

-returns a list of all Artworks from a single Profile

-searches for Artwork title, works with partial titles as well

-adds a painting/sculpture to the list of Artworks

-saves all the data about all the Artworks offline when the system is closed (added later by Alex)

-loads all the data about all the Artworks from offline when the system is started (added later by Alex)

-recreates the references that were lost during system shut down to other entities such as Profiles and Bids (added later by Alex)

6. Collaborations: Artwork