Art Gallery Lab Review

BNTA

Artwork

- title : String
- artist : Artist
- price : double
- nft : int

Gallery

- name : String
- till : double
- stock : List<Artwork>

Customer

- name : String
- wallet : double
- artCollection : List<Artwork>

Artist

- name : String
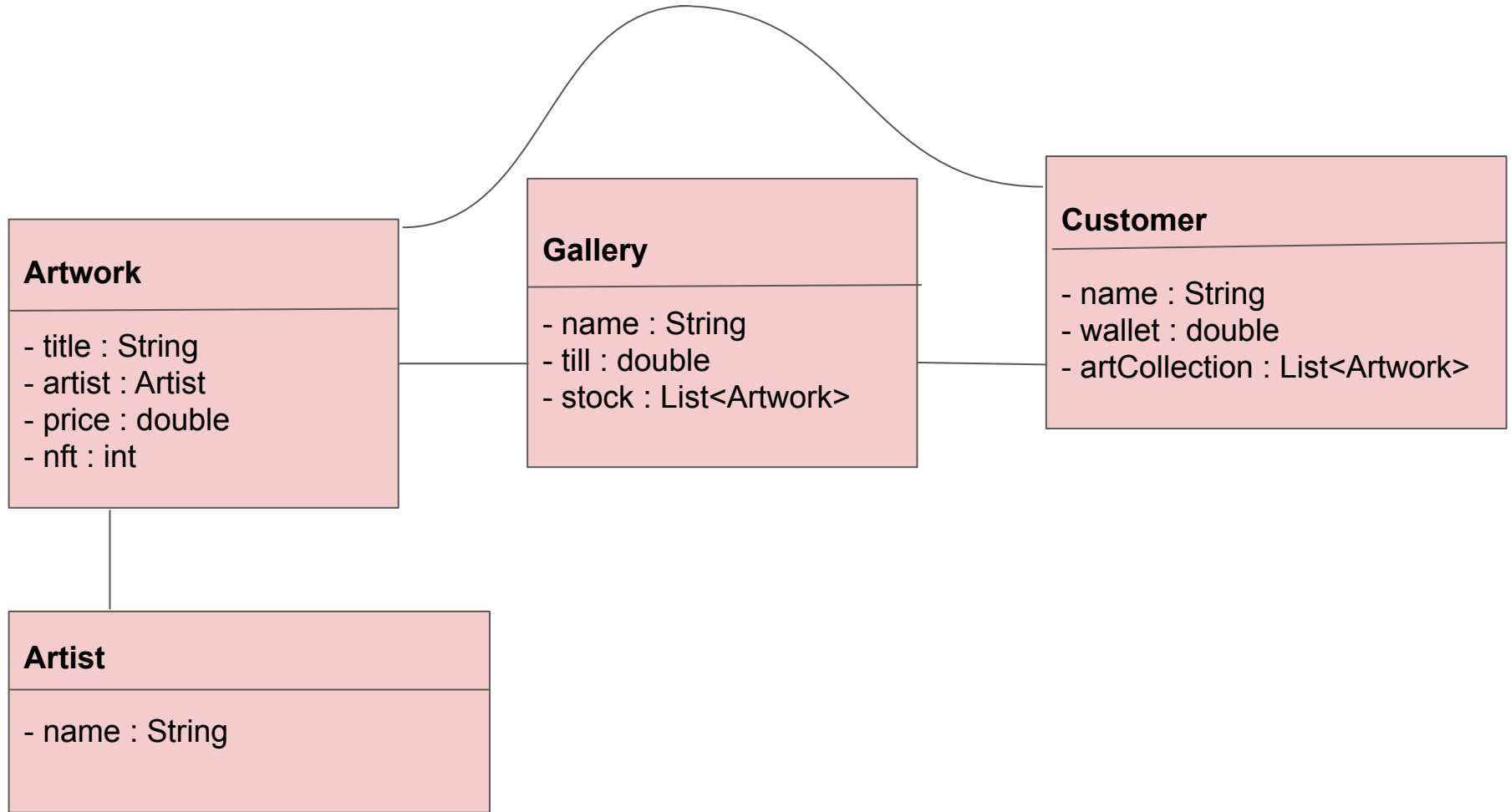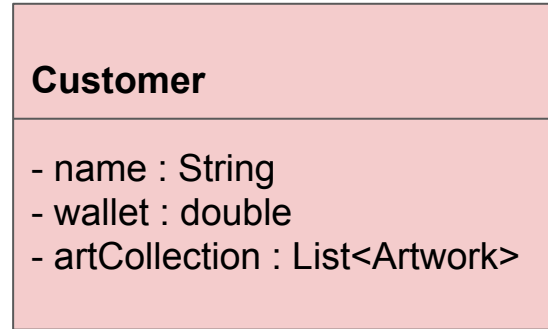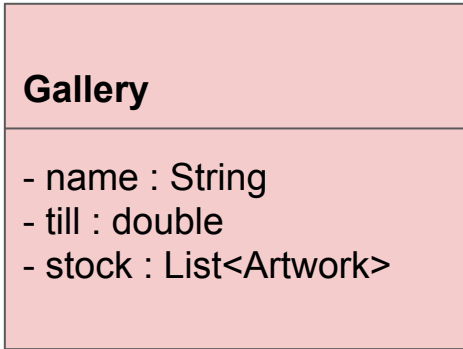
A Customer should be able to buy an Artwork from the Gallery, reducing the money in their wallet and increasing the money in the Gallery till.

Gallery

- name : String
- till : double
- stock : List<Artwork>

Customer

- name : String
- wallet : double
- artCollection : List<Artwork>

CUSTOMER:
// Check: does the customer have enough money to buy the artwork?
// if ^^ true, remove £ from wallet
// add artwork to customer artCollection

GALLERY
// a method that initiates the sell - kicks off customer methods ⬆️
// increase the till with the proceeds from the sale (artwork price)
// remove the artwork from stock

In the Gallery class I have access to `till` and `stock`. I will need access to the `artwork` and the `customer`.

In the Customer class I have access to `wallet` and `artCollection`. I will need access to the `artwork` and its `price`.

Gallery

- **name : String**
- **till : double**
- **stock : List<Artwork>**

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sellArtwork(customer, artwork)
    customer.canBuy(artwork)
    customer.buyArtwork(artwork)
    removeFromGallery(artwork)
    setTill(newAmount)

Customer

- **name : String**
- **wallet : double**
- **artCollection : List<Artwork>**

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canBuy(artwork)

buyArtwork(artwork)

Is there enough money in `wallet` to buy the artwork?

Remove purchased artwork from the gallery's stock

Add the sale of the artwork to the till

Removes `price` from `wallet`
Adds `artwork` to `artCollection`