



Tribhuvan University Faculty of Humanities and Social Science

**A PROJECT REPORT ON
ONLINE ART GALLERY**

**Submitted to
Department of Computer Application
Birendra Multiple Campus**

In partial fulfillment of the requirements for the Bachelors in Computer Application

Submitted by
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Date: 2080/06/27



Tribhuvan University
Faculty of Humanities and Social Science
Birendra Multiple Campus
Supervisor's Recommendation

I hereby recommend that this project prepared under my supervision by Ligam koirala and Niruta Devkota entitled “**ONLINE ART GALLERY**” in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

.....

Govind Sharan Gupta

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Tribhuvan University
Faculty of Humanities and Social Science
Birendra Multiple Campus
Letter Of Approval

This is to certify that this project prepared by LIGAM KOIRALA and NIRUTA DEVKOTA entitled “**ONLINE ART GALLERY**” in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

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<p style="text-align: center;">.....</p> <p style="text-align: center;">INTERNAL EXAMINER</p> <p style="text-align: center;">Narayan Prasad Dahal Department of Computer Application Bharatpur-10, Chitwan</p>	<p style="text-align: center;">.....</p> <p style="text-align: center;">EXTERNAL EXAMINER</p>

Abstract

Online Art Gallery is the platform where we can get information about the Art's anatomy, fundamentals and many other terms relating Art. We can visit different art of different features with some quotes.

Similarly, there are also the classes conducting in the universities but those lacks the online facilities. In my opinion, research or experience, people need to explore more works to start of their own. There need to be basic and relevant ideas to startup with the imagination rather than copying the pictures.

I hereby, got up with these ideas to share the artworks and the basic ideas to reduce the above problems faced by many which motivates me to build online Art website to solve those problems.

Acknowledgement

In the accomplishment of this project successfully, many people have best owned upon me their blessings and the heart pledged support, this time I am utilizing to thank all the people who have concerned with this project.

Primarily I would like to express our special thanks of gratitude to our teachers and supervisor who gave me the golden opportunity to do this wonderful project on the topic Online Art Gallery, which also helped me in doing a lot of research and we came to know about so many new tools and technologies.

Secondly, we would also like to thank our parents and friends who helped us a lot in finalizing this project within the limited time frame.

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List of Abbreviations

SQL: Structured Query Language

HTML: Hyper Text Markup Language

CSS: Cascading Style Sheet

DFD: Data Flow Diagram

ER: Entity Relationship

JS: JavaScript

PHP: Hypertext Preprocessor

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Chapter 1: Introduction

1.1 Introduction

Online Art Gallery is a web-based application where the user be able to grab the opportunity of art to enhance their thoughts. The user can get facility to improve their art skill. Besides this, they may be able to explore the world of arts. This application is based on the PHP platform.

Countless success stories can be found of people who have benefited from art programs in the way of character building. Art programs affect the characteristics of people differently, but always in a positive way.

The arts are essential to a meaningful life. More often it's a subtle experience, the arts invite us to look at the world differently, to consider other perspectives, and to feel like someone else out there understands us.

1.2 Problem Statement

The problem of Online Art is as in listed below:

- Authenticity & Trust.
- Shipping & handling
- Lack of personal interaction.

1.3 Objective

The objective of this project is to study how the Online art system works and process of running in present world.

- To ensure the authenticity of artwork.
- To provide proper packaging to minimize the risk of damage during transit.
- To create an online forum where artists can interact.

1.4 Scope and Limitation

This project traverses a lot of areas ranging from business concept to computing field, and required to perform several researches to be able to achieve the project objectives.

1.4.1 Scope

- Helps to get knowledge about the fundamentals of art with basics.
- Available of different art pieces of painters for practice.
- Effective co-operation as per the visitor's interest.

1.4.2 Limitation

- User cannot upload the art-works.
- Access unavailable when offline.

1.5 Report Organization

The main report is organized in a chapter-wise manner. The report consists of five different chapters.

- Chapter 1: Introduction
Here, we briefly introduce our project, its existing problems, our solution to that problem and its scope and limitations.
- Chapter 2: Background Study and Literature Review
This chapter includes project related theories, general concepts and study of preexisting similar projects.
- Chapter 3: System Analysis and Design
All the documentation of actual project development activities like requirement gathering, feasibility study modelling and designing are included in this chapter.
- Chapter 4: Implementation and Testing
In implementation part, we define the tools used to implement our project like CASE tools and testing is performed for each function of the product.
- Chapter 5: Conclusion and Future Recommendations
This chapter include conclusion and recommendations of the project.

Chapter 2: Background Study Literature Review

2.1 Background Study

Online Art management system is the platform where we can get information about the Art's anatomy, fundamentals and many other terms relating Art. We can visit different art drawn by many famous Artist along with their books.

With the digitalization many of the Art galleries are also keeping links for the online views. In the field of art and paintings there are few institutions working on online to provide the quality education for the students.

2.2 Literature Review

There are also the classes conducting in the universities but those lacks the online facilities. In my opinion, research or experience, the students need to explore more works to start of their own. There need to be basic and relevant ideas to startup with the imagination rather than copying the pictures also creates problem. I hereby, got up with these ideas to share the artworks and the basic ideas to reduce the above problems faced by many students which motivates me to build online Art website to solve those problems.

- Platform for Art anatomy, fundamental.
- Programs for drawings and paintings.
- Nepal academy of fine arts- (Lalit kala arts)
- Srijana art school-(music drawing paintings)
- Kathmandu university: School for art.
- Art academy different gallery over the country.

Chapter 3: System Analysis and Design

3.1 System Analysis

Waterfall methodology was used for building this application. This project had fixed specification, ample time and enough resources so Waterfall methodology was used to build this system.

3.1.1 Requirement Analysis

Requirement is critical to the success or failure of a systems or software project. Requirement analysis can be a long and tiring process during which many delicate psychological skills are involved. The requirements can be both functional as well as non-functional.

i) Functional Requirement

- It explains what has to be done by identifying the necessary task, action or activity that must be accomplished.
- Admin will be able to control insert, delete and update the art-works.
- User will be able to login.
- User can check and order the art-works available.
- Admin manages arts.

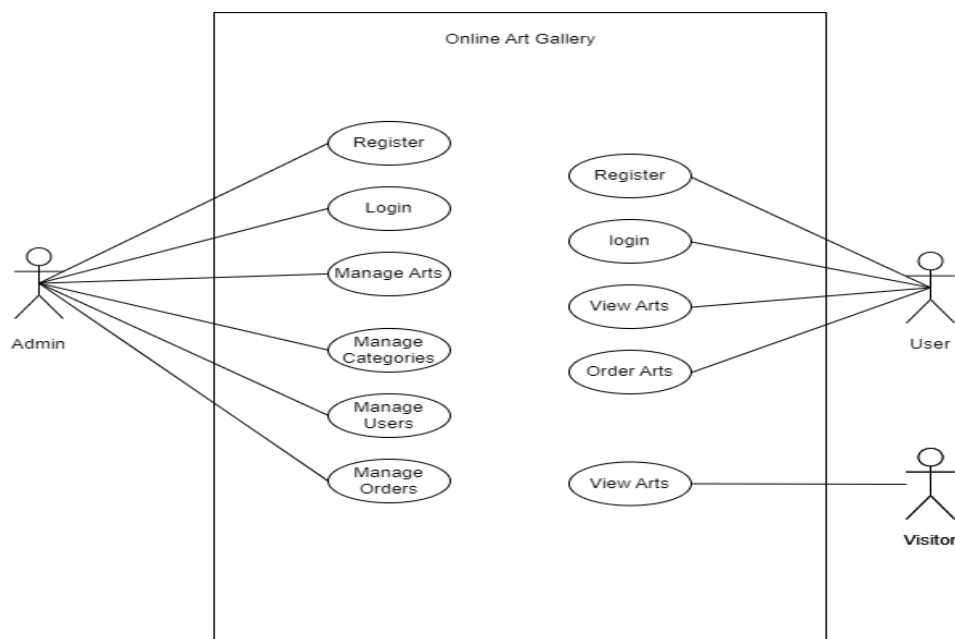


Figure 3-1: Use case diagram

ii) Non-Functional Requirement

Non-functional requirements are the criteria for evaluating how a software system should perform and a software system must have certain quality attributes in order to meet non-functional requirements. When said as a system should be "secure", "highly-available", "portable", "scalable" and so on, it is all about its quality attributes.

- Covers the requirements other than functionals.
- Availability – online and simple to use.
- Security– use of 16-characters password.
- Platform Independent.
- Performance– max-possible and smoother performance.

3.1.2 Feasibility Analysis

A feasibility study is an analysis that takes all of a project's relevant factors into account including economic, technical, legal, and scheduling considerations to ascertain the likelihood of completing the project successfully.

Feasibility studies also can provide a company's management with crucial information that could prevent the company from entering carelessly into risky businesses.

3.1.2.1 Technical Feasibility

- Our system integrates seamlessly with existing client hardware setups, eliminating the need for costly upgrades or additional equipment investments.
- Accessible through standard web browsers, our online arts gallery runs efficiently on various platforms, including desktops, laptops.
- Clients benefit from a hassle-free experience, as our system's compatibility and simplicity ensure easy management without complex technical requirements.

3.1.2.2 Operational Feasibility

- Users are already familiar with the technologies, ensuring a smooth transition and minimal learning curve when adopting the system.
- Due to user familiarity, there's no requirement for extensive training programs, saving time and resources for the organization.
- The system's user-friendly interface ensures easy usability, reducing the likelihood of errors and increasing overall user satisfaction.

3.1.2.3 Economic Feasibility

- The system's digital approach eliminates paperwork, reducing costs related to printing and document management.
- Utilizing current software and hardware resources maximizes cost-effectiveness, avoiding the need for new investments.

3.1.2.4 Schedule Feasibility

- Detailed planning and documentation in the initial stages had led to accurate time estimation and efficient allocation of resources.
- Accurate time predictions based on detailed requirements ensured realistic scheduling, leading to timely project completion.

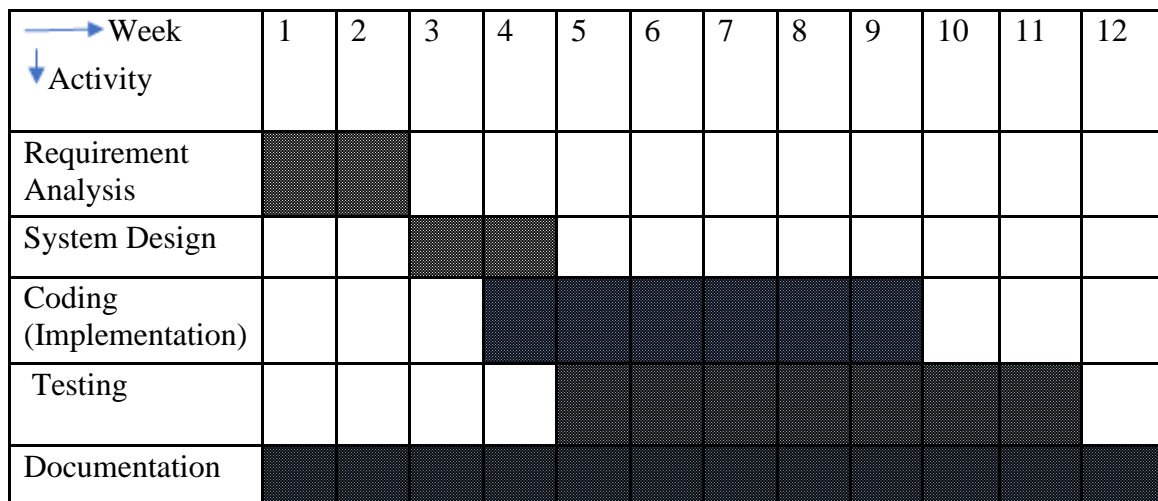


Figure 3-2: Gantt Chart

3.1.3 Data Modeling (ER-Diagram)

ER- model provides a conceptual model of the real-world concepts, which is represented in a database. E-R model is mapped to the relation model by representing ER database schema by collection of relation schemes.

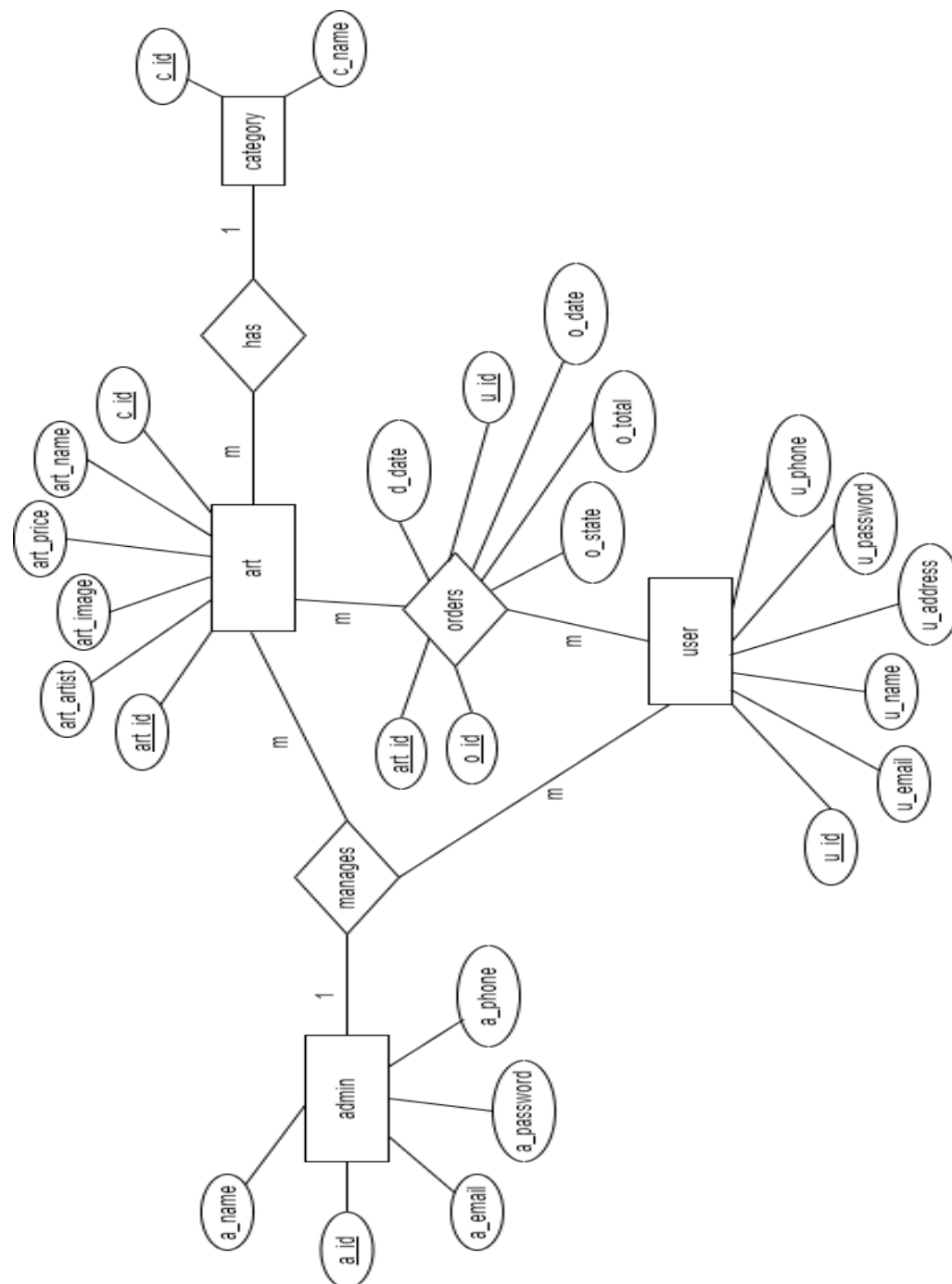


Figure 3-3: ER diagram

3.1.4 Process Modeling (DFD)

3.1.4.1 Level 0 DFD

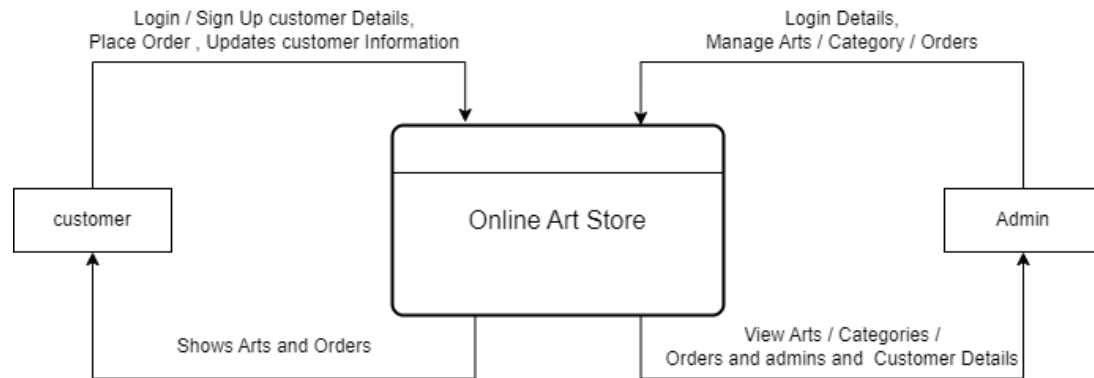


Figure 3-4: Level 0 DFD of Art Management System

3.1.4.2 Level 1 DFD

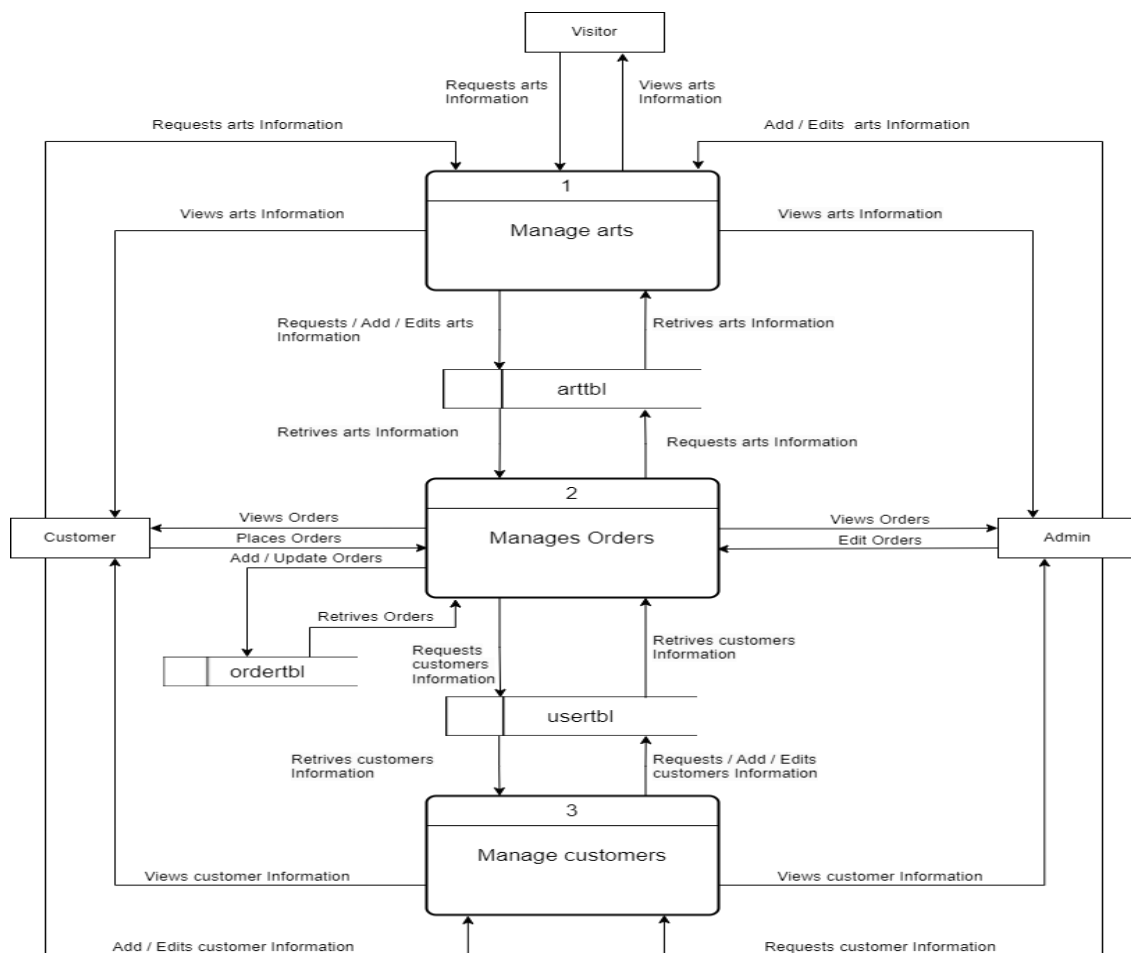


Figure 3-5: Level 1 DFD of Art Management System

3.1.4.3 Level 2 DFD

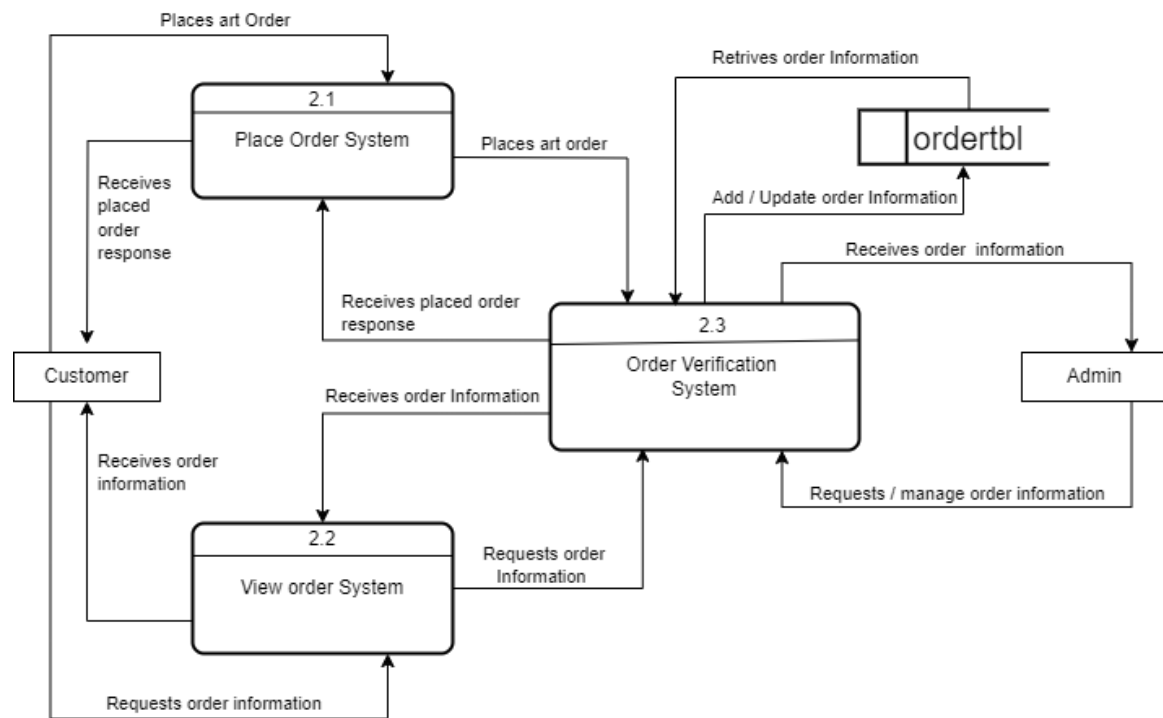


Figure 3-6: Level 2 DFD (Manage Customer Information)

3.2 System Design

Systems design is the process of defining the architecture, product design, modules, interfaces, and data for a system to satisfy specified requirements. Systems design could be seen as the application of systems theory to product development.

User Module:

- Only signup user can login into the application.
- Those users who hasn't register must register first by filling the necessary attributes such as name, email, password with verification.
- Only registered user will be provided with the email and password.
- User can view the art-work, artist name, and the description of the picture.

Admin Module:

- Admin can add, edit and update painting with art-name, artist-name, description.

3.2.1 Architectural Design

It is the process of defining a collection of hardware and software components and their interfaces to establish the framework for the development of a computer system. The software that is built for computer-based systems can exhibit one of these many architectural styles.

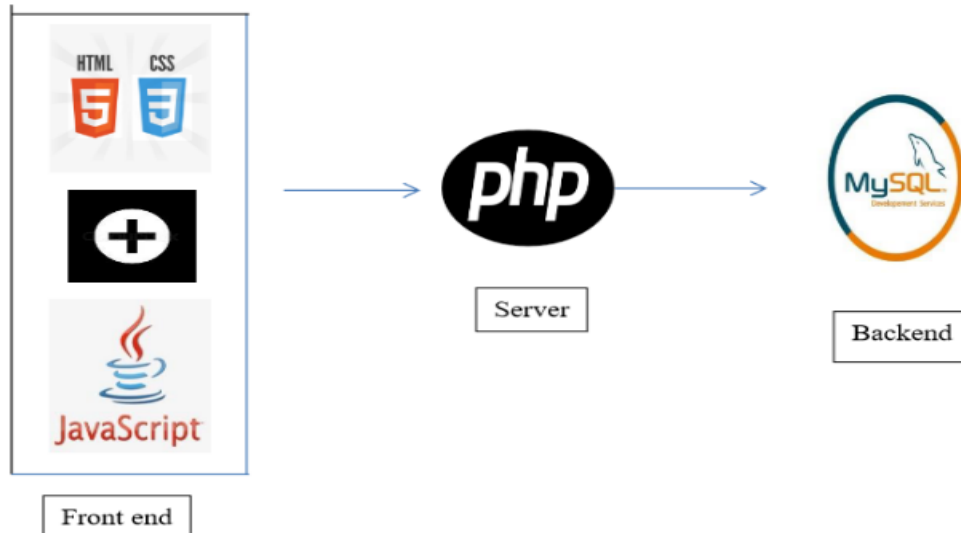


Figure 3-7: Architectural Design of Online Art Gallery

3.2.2 Database Schema Design

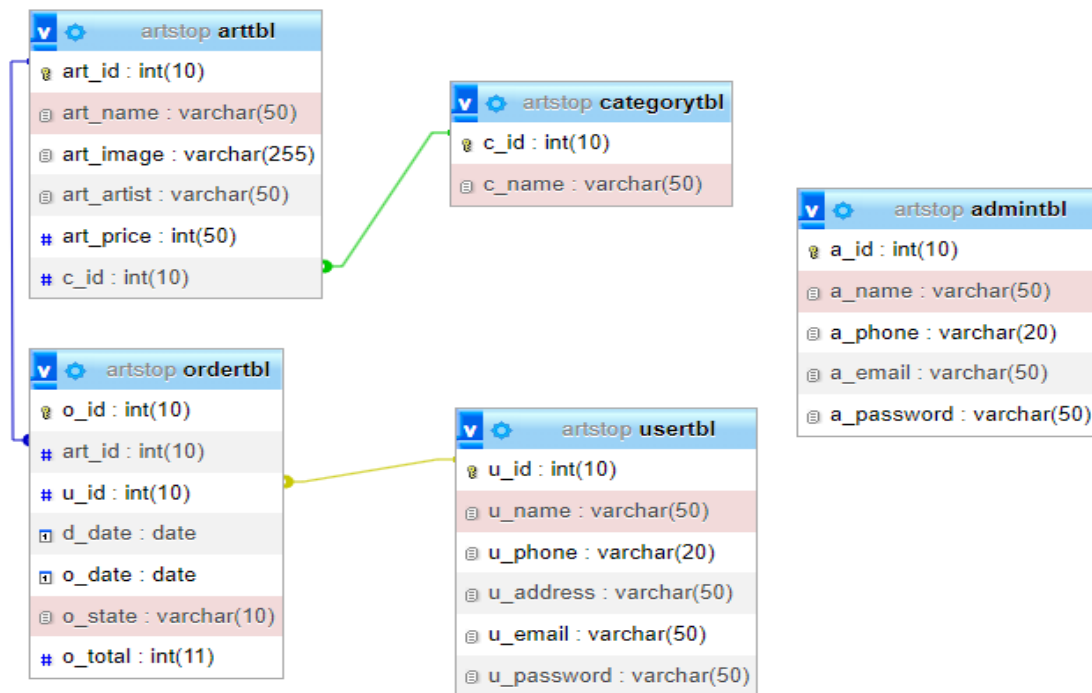


Figure 3-8: Database Schema Design

3.2.3 Interface Design (UI Interface/ Interface Structure Diagrams)

Our online art gallery's interface is designed to welcome visitors with a visually stunning homepage featuring captivating artwork and an easy-to-use navigation menu. Both user and admin login/signup pages are user-friendly, providing secure access to our platform. The gallery page showcases art collection with high-resolution images and detailed descriptions. The checkout process is streamlined, allowing users to review and complete their orders with a transparent order summary. The dedicated orders page lets users track their order history and details. The overall design reflects the sophistication of art, using a tasteful color palette and ensuring accessibility for all users. Security measures are in place to protect data and transactions, and usability testing ensures a smooth experience on all devices. In essence, our online art gallery's design prioritizes art appreciation, user-friendliness, and security for a delightful browsing and shopping experience.

When it comes to user and admin login/signup pages, these are kept simple and easy to understand. Whether you're a user or an administrator, the process of entering credentials or registering is straightforward, with options for password recovery and reset readily available to assist users.

Overall, our online art gallery's design emphasizes aesthetics, user-friendliness, and security. It creates an environment that is not only visually pleasing but also practical and secure for art enthusiasts and artists, making their browsing, purchasing, and tracking experiences enjoyable and stress-free.

Chapter 4: Implementation

4.1 Implementation

Implementation phase is the third phase of Software Development Life Cycle (SDLC) process. Implementation is the realization of an application, or execution of a plan, idea, model, design, specification, standard, algorithm, or policy. During this phase the project team creates the actual product.

4.1.1 Tool Used

System implementation generally benefits from high levels of user involvement and management support. User participation in the design and operation of information systems has several positive results.

The actual implementation has been carried out using PHP. My-Sql server has been used as the backend.

4.1.2 Implementation Details of Modules

The modules used for the designing of the Online Art system are as given below

4.1.2.1 Admin Module

Only admin have the access to login and able to add the detail of the art. In this module admin can also update, delete, edit the information related to paintings if necessary.

4.1.2.2 User Module

This module starts when the user register account with valid email and log in with verified account and visits the home page. This part of the module includes displaying all the paintings that are available.

4.1.2.3 Product Module

This module starts when a user visits the product page by clicking all products. The user can view the complete information of the product as art name, artist-name, photo etc.

4.2 Testing

The testing phase of the software development life cycle is where it is focus on investigation and discovery. There are several types of testing during the test phase, including unit testing, system testing, quality assurance testing (QA), system integration testing (SIT), and user acceptance testing (UAT). Some of them are given below.

4.2.1 Test case for Unit Testing

Unit Testing is defined as a type of software testing where individual components of a software are tested and product is carried out during the development of an application. Unit testing is such type of testing technique that is usually performed by the developers.

4.2.2 Test case for System Testing

System testing is defined as testing of a complete and fully integrated software product. System testing is performed in the context of a Functional Requirement Specifications (FRS).

Table 4-1: Admin Login test

Test case id	Test Scenario	Test steps	Test data	Expected Result	Actual result	Pass /Fail
TU - 1	Check admin login with valid data	1.Go to site :- localhost/artstop/admin/login.php 2 Enter email and password.	<u>Email = artstop@gmail.com</u> <u>Password = "artstop@123"</u>	Admin will be redirect to dashboard which is as expected.	As expected,	Pass
TU -2	Check admin login with Invalid data.	1.Go to site:- localhost/artstop/admin/login.php 2 Enter email and password. 3.Submit	If email or password is wrong.	Admin wouldn't be able to go to dashboard.	As expected,	Pass

Table 4-2: Insert Art Detail by Admin

Test case id	Test Scenario	Test steps	Test data	Expected Result	Actual result	Pass /Fail
TU- 3	Check to insert art details with valid image and description	1.Go to site: - localhost/artstop/ addart.php 2 Enter photo, description, artist-name. 3. Click Insert.	Name = Elephant bathing Artist-name =Niruta	Image, description and artist name should be uploaded.	As expected ,,	Pass
TU-4	Check to insert art details with invalid image and description	1.Go to site: - localhost /artstop/admi n/ addart.php 2 Enter photo, description, artist-name. 3. Click Insert.	Name = Girls2 Artist-name =Leegam2	Image, description and artist name shouldn't be uploaded.	As not expected ,,	Fail

Table 4-3: Admin Register

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TU03	Check to insert Book details With valid image and title	1.Go to site: http://localhost/artstop/admin/register.php 2.Enter name 3.Enter email 4.Enter password 5.Click Submit	Username=Niruta Email=abcd@gmail.com Password=abcd@123	Application should upload	As Expected,	Pass
TU04	Check to insert Book details With Invalid image and title	1.Go to site : http://localhost/artstop/admin/register.php 2.Enter name 3.Enter email 4.Enter password 5.Click Submit	Username=lee Email=lee@gmail.com Password=leegam@123	Application should not upload	As Expected,	Pass

Table 4-4 User Login

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TU07	Check Customer Login with valid Data	1.Go to site: http://localhost/artstop/admin/login.php 2.Enter email 3.Enter password 4.Click Submit	Email=abcd@gmail.com Password=abcd@123	User should be login into application.	As Expected	Pass
TU08	Check Customer Login with invalid data.	1.Go to site: http://localhost/artstop/admin/login.php 2.Enter email 3.Enter password 4.Click Submit	Email=lee@gmail.com Password=lee@123	User should not be login into application.	As Expected	Pass

Chapter 5: Conclusion and Future Recommendation

Art emphasis the feelings of own in physical form. It's another way to express own self.

5.1 Lesson Learnt or Outcome

This project can be used by any of the students or people. It is easy and efficient to use for the beginners who are practicing or in thought of connecting their life with Art. The main objective of this project is to facilitate the normal customer who don't know about art to buy and explore beautiful aspect of art.

5.2 Conclusion

"Creativity gives reason to be pursued." Art itself has the power of healing. By involving myself in this project, I feel to help many of students to learn and study these materials for their understandings.

5.3 Future Recommendation

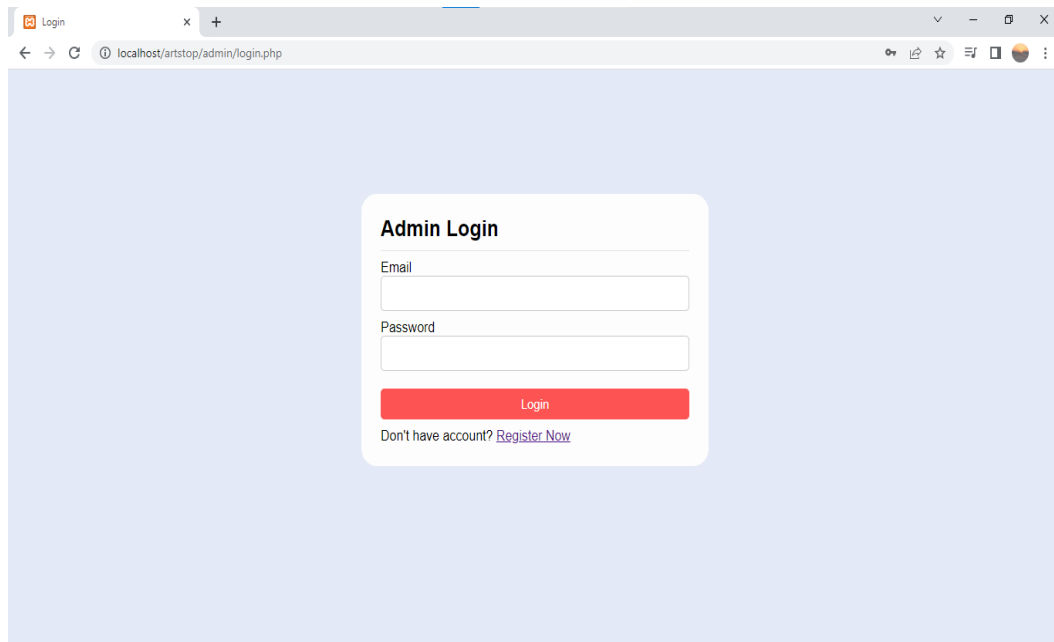
Designing software or to build a system isn't the ending process. System is a continuous process as designing websites. It keeps modified and changing until the required system isn't meet-up. Similarly, this project also needs modification and enhancements. Due to time and some technical, this system couldn't complete with some of the features.

However, in future many scopes can be added. The user may find this website as not only with art-works but also with teaching and learning platform.

Appendices

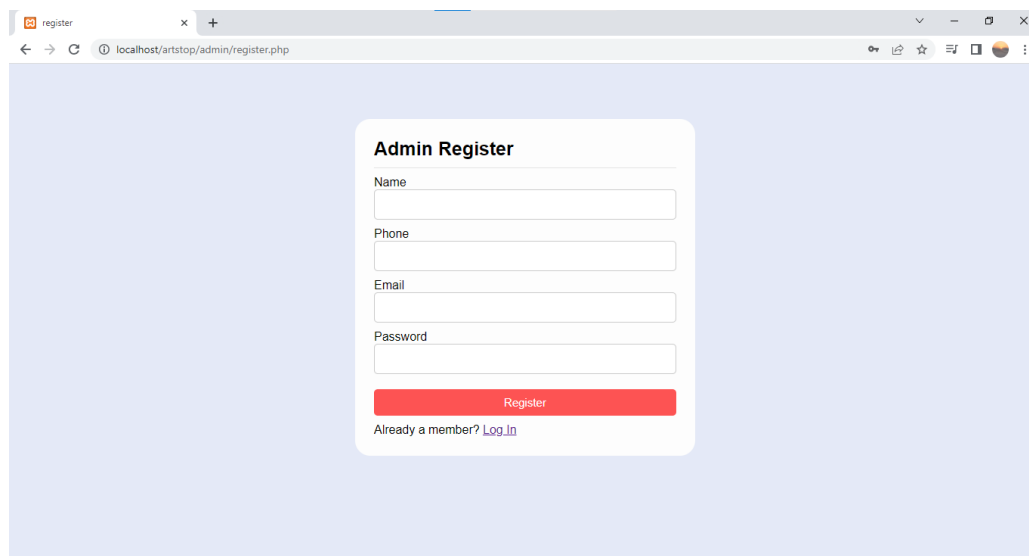
Appendices

Screenshots:



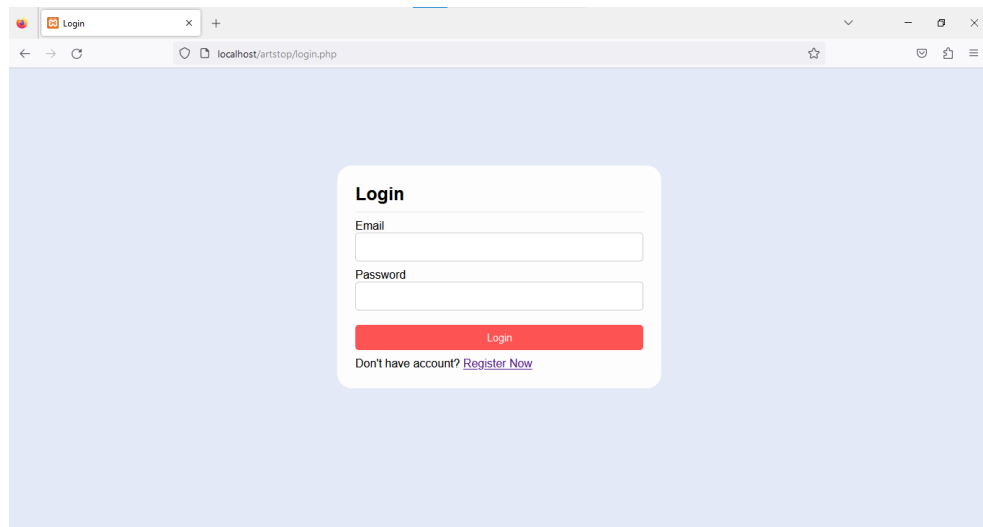
A screenshot of a web browser displaying the 'Admin Login' page. The browser's address bar shows 'localhost/artstop/admin/login.php'. The page has a light blue background. In the center, there is a white rounded rectangle containing the 'Admin Login' form. The form includes two input fields for 'Email' and 'Password', a red 'Login' button, and a link that says 'Don't have account? [Register Now](#)'.

Appendix 1: Admin Login

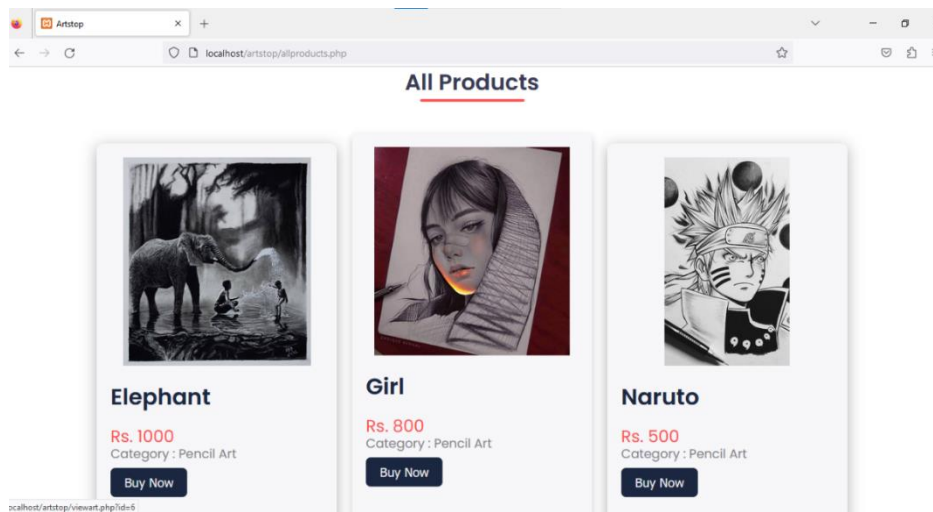


A screenshot of a web browser displaying the 'Admin Register' page. The browser's address bar shows 'localhost/artstop/admin/register.php'. The page has a light blue background. In the center, there is a white rounded rectangle containing the 'Admin Register' form. The form includes four input fields for 'Name', 'Phone', 'Email', and 'Password', a red 'Register' button, and a link that says 'Already a member? [Log In](#)'.

Appendix 2: Admin Register



Appendix 3: User login



Appendix 4: All Products

References

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