Use Case Definition

1. The application opens displaying a splash screen
2. The first page loads showing six groups of art
3. The user selects an art category, the groups page is loaded
4. The user taps or clicks and image from the group, the picture details load
5. The user taps or clicks back
6. The user may repeat the previous steps or
7. The user clicks the home button to return to the home screen
8. The user closes the application