

## \*Museum\*

Let us learn about all the classes:

Attributes are orange

**Person** = a person who creates paintings or statues as a profession or hobby.

Special Methods:

- **presentSelf** (A short description about themselves)
- **isFamous** (Displays if a person is famous or not)

**Client** = the client is the boss.

Every fine client has a **list** of **favorites** in terms of **exhibits**.

What date do we collect about the client? **Name**, **ID**, **Number of Vists**, **Favorites**

Special Methods:

- **addVists** (Increase the number of visits)
- **steal** (A low chance to successfully steal an artifact and a high chance to get busted by police) Is it worth it?

**Artist** = a person who creates paintings or statues as a profession or hobby.

An artist can have 1 or many **exhibits** (**Paintings/Statues**).

He can also take part in none, one or a lot of **art movements**. Art is art!

Every artist has: **Name**, **ID**, **Art Movements** he took part in, **Exhibits** he created, **Birth Date**, **Death Date**

Special Methods:

- **presentSelf** (A short description about themselves)
- **isFamous** (Displays if a person is famous or not)

**ArtMovement** = tendency or style in art with a specific common philosophy or goal, followed by a group of artists during a specific period of time. Many **artists** can take part in an art Movement.

Every art movement has: **Name**, **ID**, **Artists** that took part in the creation, **Start Date**, **End Date**

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Special Methods:

- `displayRandomArtist`

**Block** = the part of the building where something can be found.

In a certain block you can find many nice things. So we need to know what exhibits are displayed. Who the **artists** of the beautiful exhibits are. And also the **art movements** special to this block!

Every block has: **Name**, **ID**, **Artists**, **Exhibits**, **Movements**

Special Methods:

- `displayAllExhibitsInformation`

**Museum** = the class to rule them all

Attributes: name, blocks(know all about the exhibits, clients)

Special Methods:

- `getAllExhibits` (returns a list with all exhibits from all the blocks in a museum)
- `calcTotalVisits` (returns the numbers of all the visits of the clients)

**Exhibit** = publicly display in an art gallery or museum as a **painting**, statue and artifact in a certain block location.

Every exhibit is special. So we need to know its **Name**, **ID**, **location** **Block** in the museum and the **date of creation**

Special Methods:

- `getInformation` (returns a String with all the informations about an exhibit)

**Painting** = Every cool painting has a well known **artist**.

What extra do we need? **Painter** and **Art Movement**

**Statue** = Every crisp statue has a well known **artist**.

What extra do we need? **Sculptor** and **Art Movement**

**Artifact** = are old and dusty. No one knows who is their creator.

What extra do we need? Its **origin**!

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