# GALLERY GATHERING SYSTEM

## A MINI-PROJECT REPORT

Submitted by

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in
COMPUTER SCIENCE AND DESIGN

RAJALAKSHMI ENGINEERING COLLEGE
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# **BONAFIDE CERTIFICATE**

Certified that this project report "GALLERY GATHERING SYSTEM" is the bonafide work of "RAGAVI K (211701040) RAKSHANA A (211701041)" who carried out the project work for the subject CD19643 Web Essential under my supervision.

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## **ABSTRACT**

The Art Gallery Management System with Simple CMS website using PHP/MySQL is a simple project that will help a certain gallery to manage their paintings or sculptures in their business. The main purpose of this project is to help the art gallery business market their arts online using their own website. This system includes upcoming events advertisement of an artist that rented the gallery to help also their client, and this feature of the system may also use by the art gallery business to announce their own events. The system will store the information of each painting or sculpture including the artist who created and editable content. Each art that is stored in the system, the management can upload multiple views of a certain artwork depending to the views they wanted to publish to their website. This system includes also simple sale management which is the art gallery business may publish also the artworks that is for sale and the customer may request for an order of the artwork and when the management will contact the customer to confirm the transaction and for the scheduling of the delivery.

## **ACKNOWLEDGEMENT**

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## **CHAPTER 1**

#### INTRODUCTION

#### 1.1 INTRODUCTION

Art Gallery is an online application, which is used to display and sell art works of artist irrespective of their nationality, gender and other narrow consideration, through auction. A famous artist, his masterpiece artwork or an ancient artwork can be option throw sale through online medium on his website. Auction related information will be provided on the website date and time. Artist can register online for being a member in the art gallery and each artist can upload the digital copy of their art work under the respective categories. They can host their art work either for auction or for fixed price. The artist is liable to pay a fraction of the price of each art work to the web site to find the running fund for site. Art lovers have to go to the art exhibition to collect their favorite arts or painting. But now-a-days they are not getting enough time to go to the galleries and collect the arts and paintings. If an art lower wants to participate in the auction he has to do separate registration.

#### 1.2 **SCOPE OF THE WORK**

Our endeavor is to create a portal where collectors and artists of Indian Contemporary Art can share their experiences and collections with each other. This website allows collectors to display and share their collections and to buy sell art from each other, privately and directly. It provide a platform for artists to display their works to discerning collectors, by uploading them at their convenience, setting their own prices and paying less than half the commission charged by regular art galleries. The collectors benefit not only from lower costs, but also by getting an Authenticity Certificate signed directly by the artist, which will aid them in potential re-sales in the future.

#### 1.3 PROBLEM STATEMENT

The art gallery problem is formulated in geometry as the minimum number of guards that need to be placed in an n-vertex simple polygon such that all points of the interior are visible. A simple polygon is a connected closed region whose boundary is defined by a finite number of line segments. Visibility is defined such that two points u and v are mutually visible if the line segment joining them lies inside the polygon. Using these definitions, Steve Fisk was able to prove initial theorem using triangulation and vertex coloring.

#### 1.4 AIM AND OBJECTIVES OF THE PROJECT

The main objective behind the "ART GALLERY" project is to promote artists working on different themes and ideas. It provides them platform to exhibit and sell their creations online in affordable rates. Moreover online application attracts many viewers by allowing them to buy paintings from their houses, offices in just a fraction of seconds, narrowing the geographic distance.

#### **CHAPTER 2**

#### **SYSTEM SPECIFICATIONS**

## 2.1 HARDWARESPECIFICATIONS

Processor : Pentium IV Or Higher

Memory Size : 128GB(Minimum)

HDD : 40GB(Minimum)

## 2.2 SOFTWARESPECIFICATIONS

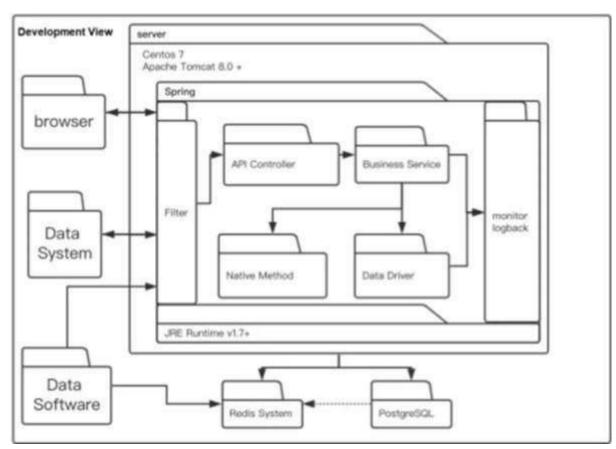
Operating System : WINDOWS7ANDPLUS

Front-End : HTML, CSS, JAVASCRIPT,

**BOOTSTRAP** 

Back- End : PHP, MYSQL

# CHAPTER 3 ARCHITECTURE DIAGRAM



## **CHAPTER 4**

# MODULE DESCRIPTION

## **Admin Module**

#### 1. Dashboard:

In this section, the admin can briefly view the total number of artists, total answer enquiry, total unanswered enquiry, Total Art Type, total art medium and total art products.

# 2. Art Type:

In this section, admin can manage art type (add/delete/update).

# 3. Art Medium:

In this section, admin can manage art medium (add/update/delete).

## 4. Art Product:

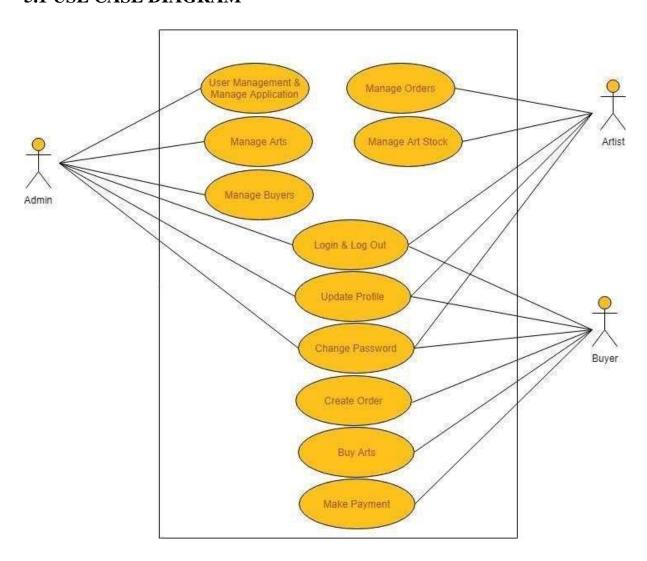
In this section, admin can view and maintain the enquiry.

# 5. Search Enquiry:

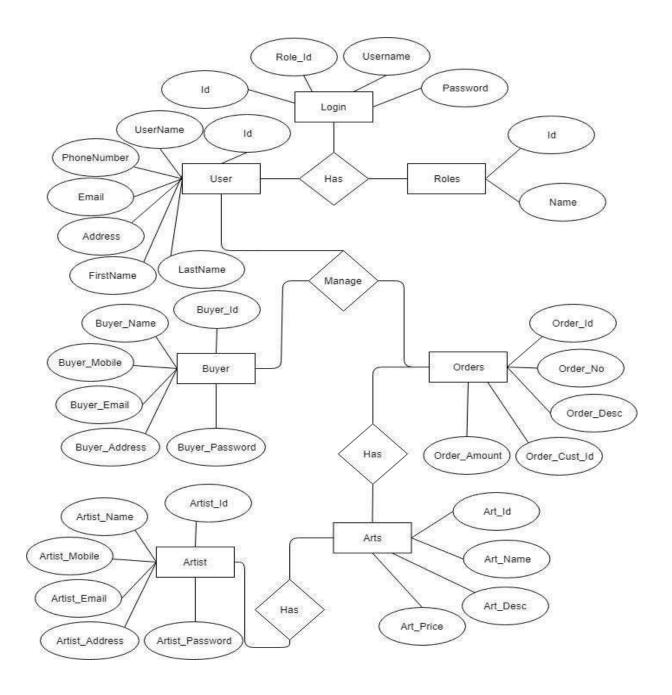
In this section admin, can search for enquiry with the help of the enquiry number.

# CHAPTER 5 SYSTEM DESIGN

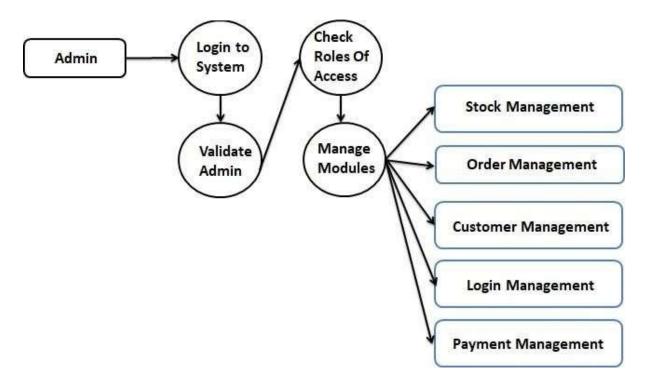
# **5.1 USE CASE DIAGRAM**



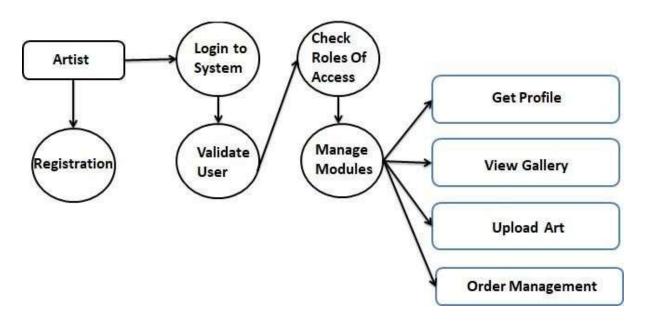
## **5.2 ER DIAGRAM**



## **5.3 DFD DIAGRAM**



DFD LEVEL -0 Diagram



**DFD LEVEL - 1 Diagram** 

## **CHAPTER 6**

# **IMPLEMENTATION**

## HTML:

HTML is the standard markup language for Web pages. HTML elements tell the browser how to display the content. This project uses HTML5 elements such as HTML Images, Forms, Tables, Lists etc.

## CSS:

CSS stands for Cascading Style Sheets. CSS describes how HTML elements are to be displayed on screen, paper, or in media. The CSS used in this project is CSS Grid, Flex, Layouts, Colors, Animations.

## **JAVASCRIPT:**

JavaScript is a scripting or programming language that allows you to implement complex features on web pages. In this project, for the purpose of validation and for some animation effects, JavaScript is used.

# **BOOTSTRAP:**

Bootstrap is a free, open source front-end development framework for the creation of websites and web apps. Designed to enable responsive development of mobile- first websites, Bootstrap provides a collection of syntax for template designs.

## PHP:

PHP is an acronym for "Hypertext Preprocessor". PHP is an open source scripting language. PHP code is executed on the server, and the result is returned to the browser as plain HTML. This project uses PHPMailer, a code library to send (transport) emails safely and easily via PHP code from a web server.

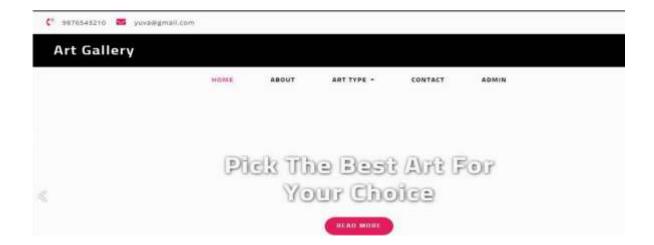
# My SQL:

MySQL is a very popular open-source relational database management system (RDBMS). In this project the details of the users, houses and booking details are stored in separate tables in the database. Data is inserted, updated and retrieved from the table using SQL commands like INSERT, UPDATE and SELECT.

#### **CHAPTER 8**

#### **SCREEN SHOTS**

#### **HOME PAGE:**

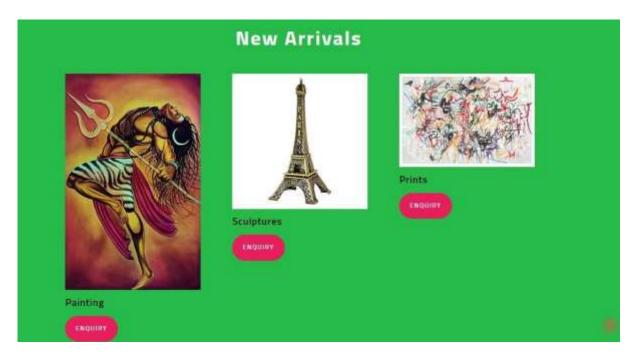


## **PRODUCT PAGE:**



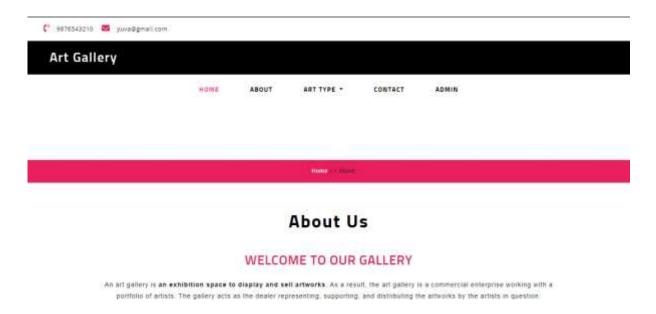
This page is discover curated art. Shop originals. Embrace creativity. Own unique pieces. Transform your space with exquisite artworks.

## **NEW ARRIVAL:**



This page introduces vibrant new arrivals, showcasing diverse artworks, styles, and techniques, inviting exploration and inspiration.

## **ABOUT:**



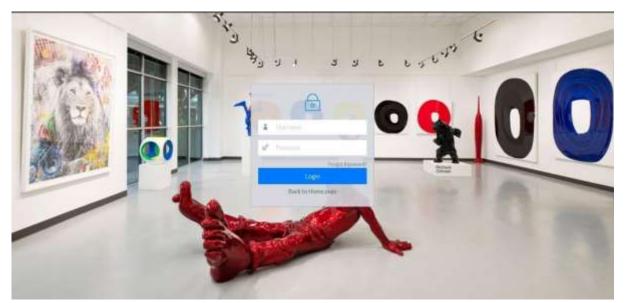
This page encapsulates our artistic journey, values, and commitment, offering insights into our gallery's ethos, history, and vision.

## **CONTACT PAGE:**



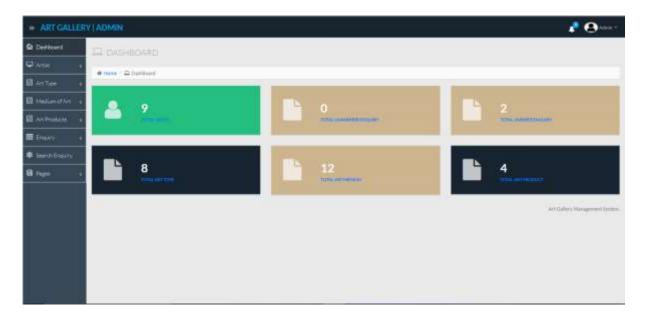
This page provides means to connect, inquire, and visit, ensuring seamless communication for engaging with our gallery and team.

## **ADMIN LOGIN PAGE:**



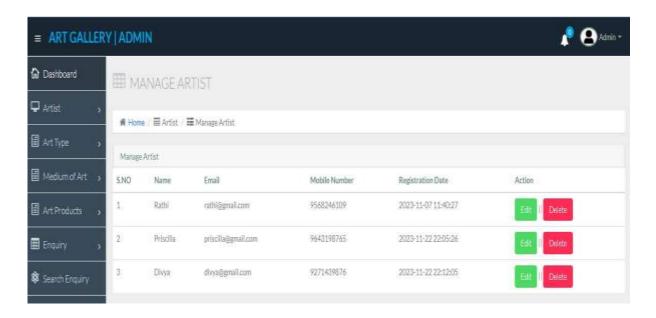
This page grants secure access for administrators, managing and updating the gallery's content, events, and operations efficiently.

# **ADMIN PAGE:**



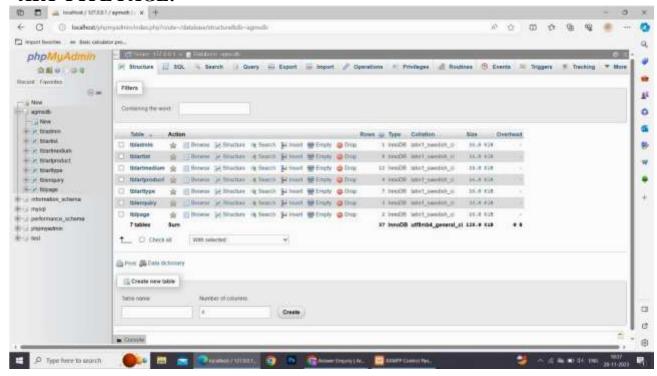
This page is access hub for gallery management, controlling content, exhibitions, artists, events, and organizational operations for seamless administrative tasks.

#### **ARTIST PAGE:**



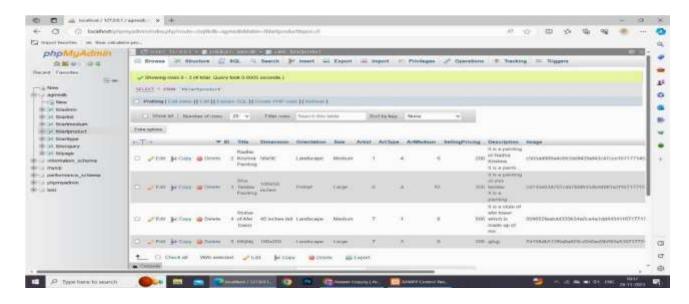
This page spotlights talented artists, showcasing their portfolios, biographies, and contributions, fostering appreciation and recognition for their work.

#### **ART TYPE PAGE:**



This page celebrates varied art types, from paintings to sculptures, offering insights into diverse mediums and artistic expressions showcased.

#### **ART MEDIUM PAGE:**



This page showcases diverse art mediums, exploring techniques, materials, and styles used by artists to create captivating masterpieces.

# **CHAPTER 9**

## **CONCLUSION**

Our project is only a humble venture to satisfy the needs to manage their project work. Several user-friendly coding has also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses. At the end it is concluded that we have made effort on following points. A description of the background and context of the project and its relation to work already done in the area. Made statement of the aims and objectives of the project. The description

of Purpose, Scope, and applicability. We define the problem on which we are working in the project. We describe the requirement Specifications of the system and the actions that can be done on these things. We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system. We included features and operations in detail, including screen layouts. We designed user interface and security issues related to system.

Finally, the system is implemented and tested according to test case.

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