User Guide: Database Setup and Application Launch

This user guide will walk you through the steps to set up the database and launch the application using the provided bash script.

Prerequisites

- Ensure that you have the required string parameters: DB_Username and DB_Password.

- Every information can be found on the git: git@github.com:bagleir/MuseumApp.git

Step 1: Check Prerequisites

1. Open a terminal.

2. Navigate to the directory where the bash script is located.

3. If you are on Linux or macOS, run the `setup.sh` file. If you are on Windows, run the `setup.bar` file.

Step 2: Run the Script

1. In the terminal, execute the following command:

```
./<script_name> <DB_Username> <DB_Password>
```

Replace <script_name> with the actual name of the bash script file. Replace <DB_Username> and <DB_Password> with your desired database username and password.

2. The script will start running and perform the necessary checks and installations.

   - If Java is not installed, the script will install it.
   - If OpenJFX is not installed, the script will install it.

- If MySQL is not installed, the script will install it.
- If the MySQL service is not running, the script will start it.
- If the specified database does not exist, the script will create it and import the SQL dump file.

Note: I encourage the user to install MySQL and Java on their own instead of using this script because you can set them up as you want, but this will also work.

Step 3: Compilation and Launch

1. After the database setup is complete, the script will compile the project.

2. Once the compilation is successful, the script will launch the application.

3. If you just want to launch the app, you can also use the following commands:

```
javac --module-path <path/to/openfx> --add-modules javafx.controls \\
    -cp mysql-connector-j-8.0.33.jar *.java

java --module-path <path/to/openfx> --add-modules javafx.controls \\
    -cp mysql-connector-j-8.0.33.jar:. Main <DB user> <DB password>
```

Note: Generally, `path/to/openfx` is `/usr/share/openjfx/lib`.

4. The script will display appropriate messages during each step of the process.

5. If any errors occur during the process, the script will provide relevant error messages.

Login and Create an Account

To use the app, you first need to create an account. You can choose to create a User account or a professional account. They don't have the same rights in the app. In any case, you will have to choose a username, a password, and a valid email. If you choose a professional account, you also need to choose the museum which is yours (If it is not in the list, contact an administrator, and they will add it). If you already have an account, professional or not, you can just log in with your name and password.

Main Page

On the main page, you can access all the work of art. There is a search bar to simplify your research. The search bar works like a filter and will look into all the artwork's titles if there is the pattern you're looking for. On this page, you can also access the detailed page of all the Artwork. You can also close the app at any moment.

Detailed Page

In these pages, you can access all the data about a specific work of art. Additionally, you can generate a report that will be generated into the file directory (There are some examples already in it). This report will provide you with information about the artwork and its museum. If you are logged into a professional account, you can add artwork or a museum to the database.

Please note that this app is a collaborative one, so please be conscientious when adding data and don't add anything you are not sure about.

When adding artwork or a museum, some information will be asked, such as description, link to the Museum's website, name, museum's email, and link to more data or pictures for the art.

For any information or report, please contact: rixede@gmail.com

Enjoy the app!