Use Case: Add, Edit and Remove Artwork

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***The 4 bits***

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**Actor:**

Gallery Owner

**Preconditions:**

* The Gallery Owner Must be logged in
* The Gallery Owner Must be on the Gallery Edit View

**Basic Course:**

The Gallery Owner clicks on the add Artwork button and the system prompts the gallery owner with a smaller window with fields to fill out. The Gallery owner then clicks save and the system sends the information to the server, when the system gets a response it displays a success message and shows the new Artwork at the end of the Gallery edit view. The Gallery Owner can edit or remove the Artwork by selecting the Artwork from the gallery edit view. The system should present the same smaller window with the fields filled out with the Artwork information. The gallery owner can then opt to remove, cancel or save the Artwork and the system should commit these changes to the server.

**Alternate Courses:**

* Server not found: The System can’t connect to the server and displays an error window to the gallery owner.
* Login Timeout: The System automatically disconnected the user from a timeout and redirects them to the login page

**Postconditions:**

* The Artwork information is updated and available for users to view
* The Gallery owner sees the new changes in the Gallery Edit View