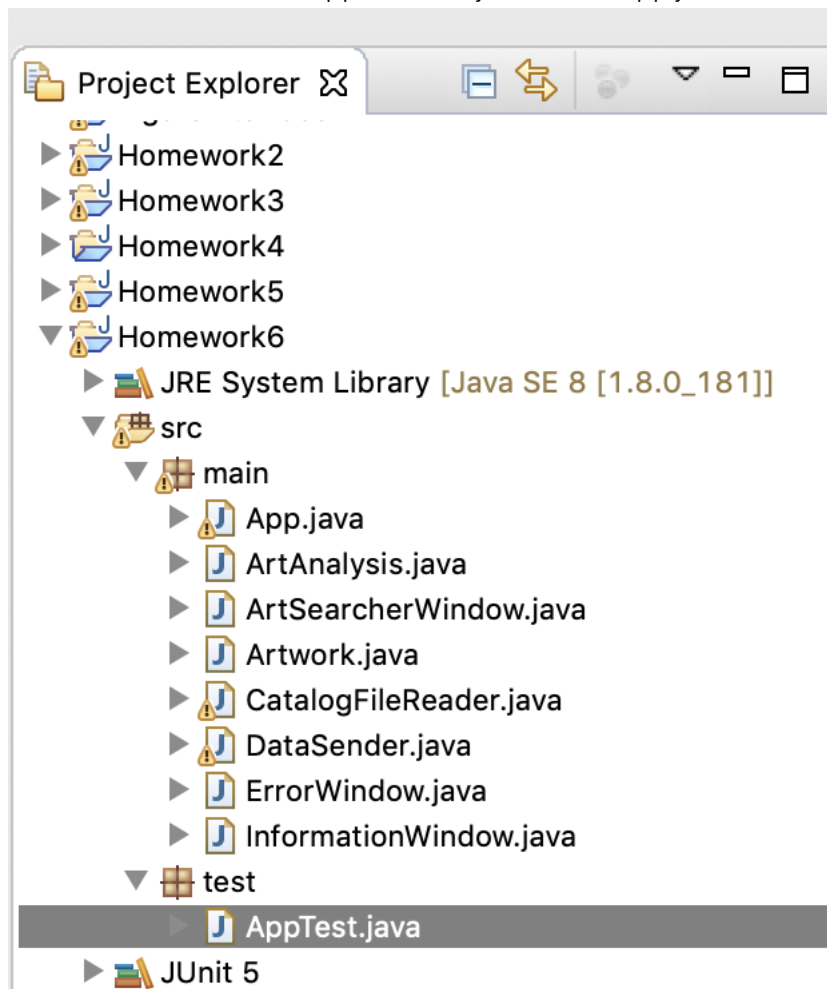
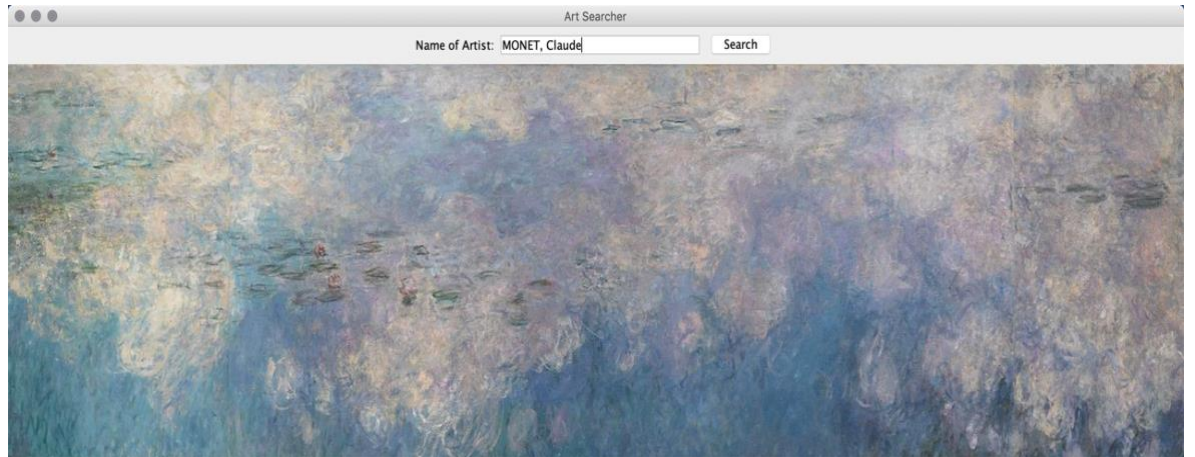


Art Searcher-User Manual

1. To run the Art Searcher app, run GUI.java under App.java-main-src.



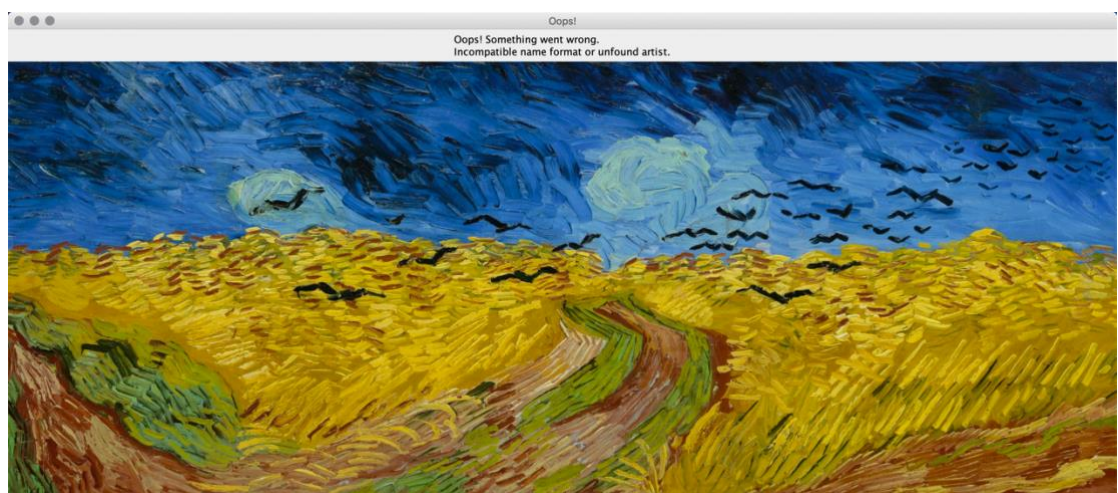
2. On the app, there is an input box and a search button. The user can enter any artist in the format of “LAST, First” in the box and click on the button to search for the art work of that artist. Note that the format must be the same as the one in database. There are some variations with different languages.



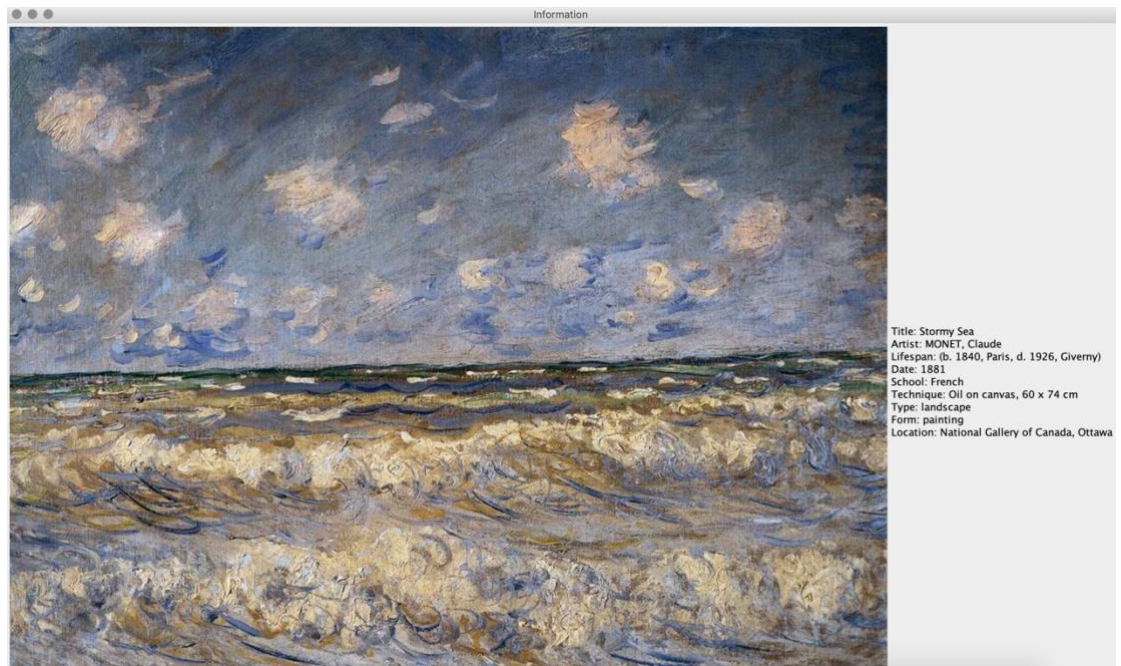
- When the user clicks the “Search” button, the program runs a search algorithm of all the paintings in the database. If the artist is in the data base, all the titles of the artworks of the artist are displayed. If not, an error message will show up.



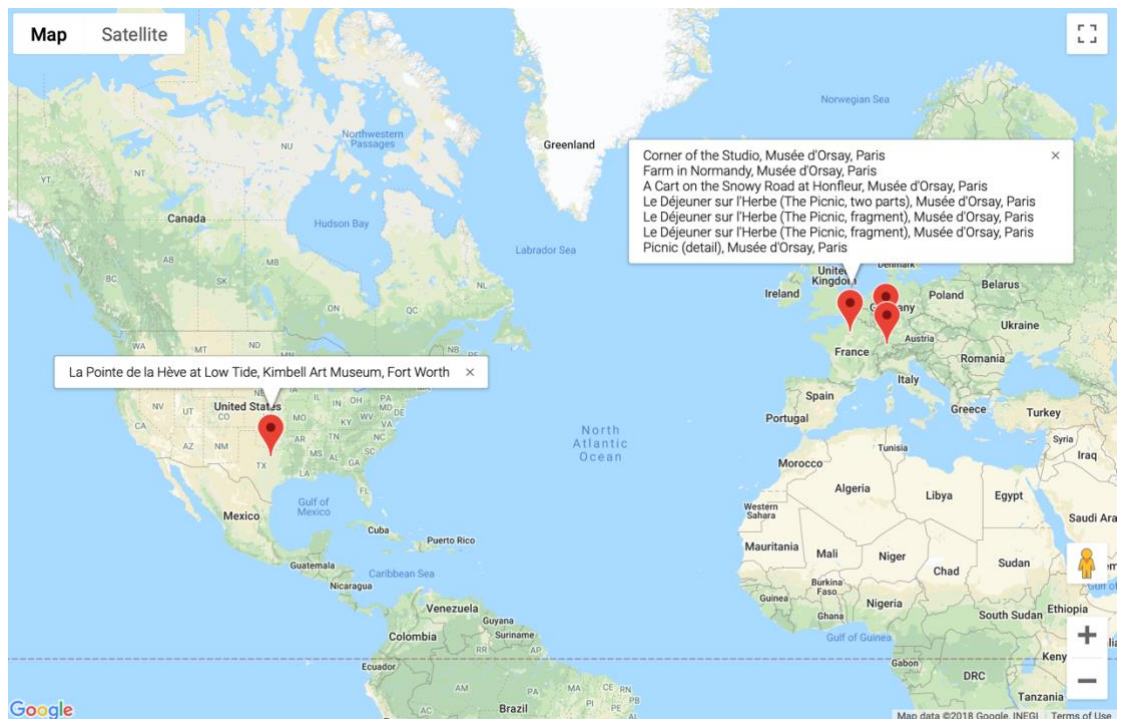
Error message:



4. The user can click on any of the artwork and the app will display the image and detailed information of the artwork.



5. Along with all the work displayed, on the top of the window, there is a “Where are they” button. When the user clicks the button, a Google Map page will pop up in the default browser. The map will show the locations of at most 10 paintings due to Geocode limits and the user can zoom in using the “+/-” button on the bottom right. The user can click on the marker to see which artworks are exhibited at the location.



6. If there are less than 10 artworks displayed, then the map will display a message that says [Geocode was not successful for the following reason: status]. Note that the message may come up multiple times.

