CSE 111 PROJECT PHASE 1

Akash Singh

Dathan Hansell

PROJECT DESCRIPTION

About

- The user can add and browse through a collection of **Famous Artworks.**
- They can also look at the details associated with each artwork including its artist, location, art style, and art period.

Tools and Implementation

- Integrated Development Environment (IDE): Visual Studio Code
- Front-end: React – organization, simplicity, and component-based structure
- Back-end: Express.js - easy to build a REST API and combine with SQLite3

MAIN USE CASES

Explore Artworks: The user can scroll through all the listed artworks in the database.

Manage Artwork Information: The user can update or add an artwork into the database.

View Artist Profile: The user can navigate to an external resource to view the artist's profile.
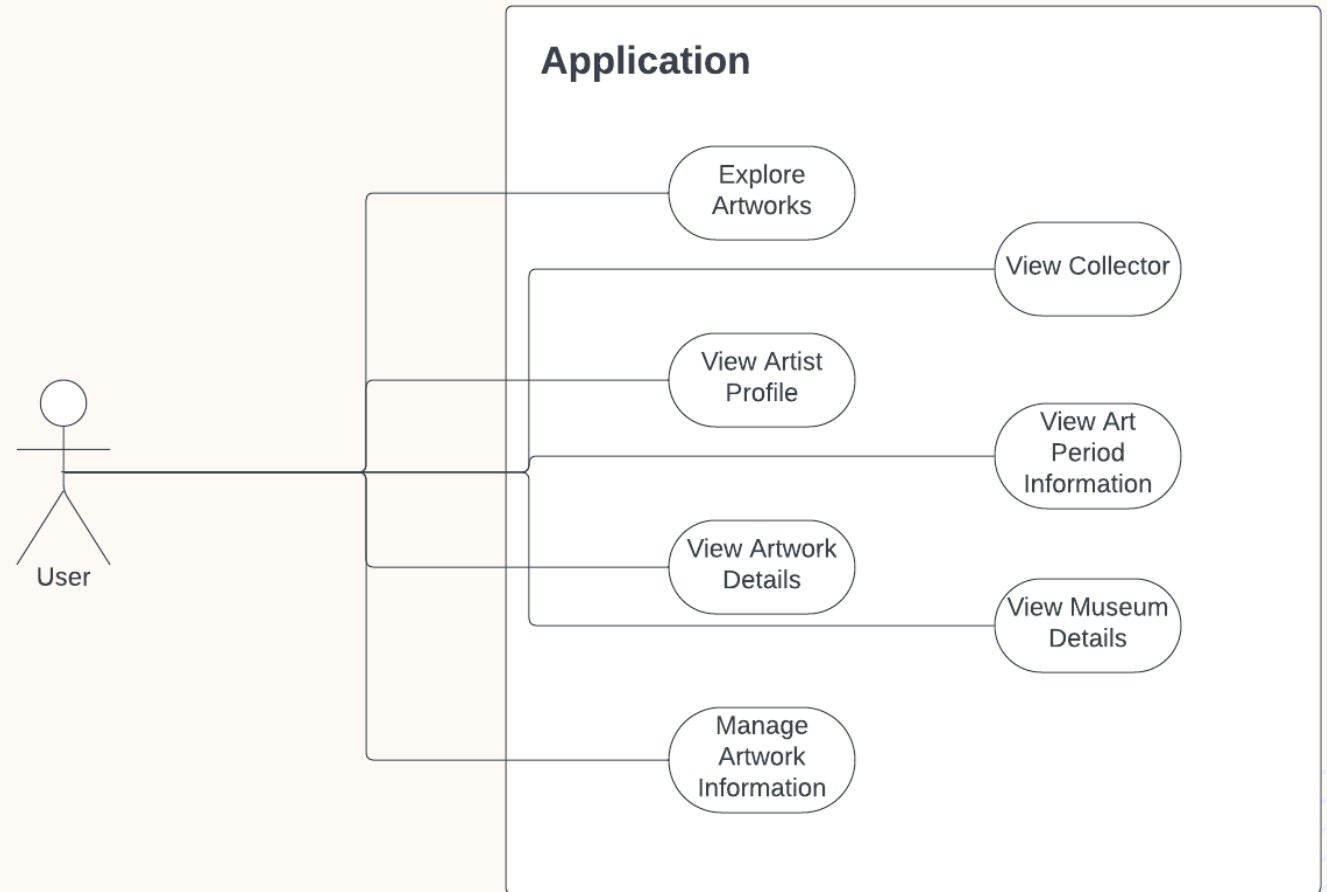
View Artwork Details: The user can navigate to an external resource to view the artwork's details including the artist, art style, and art movement.
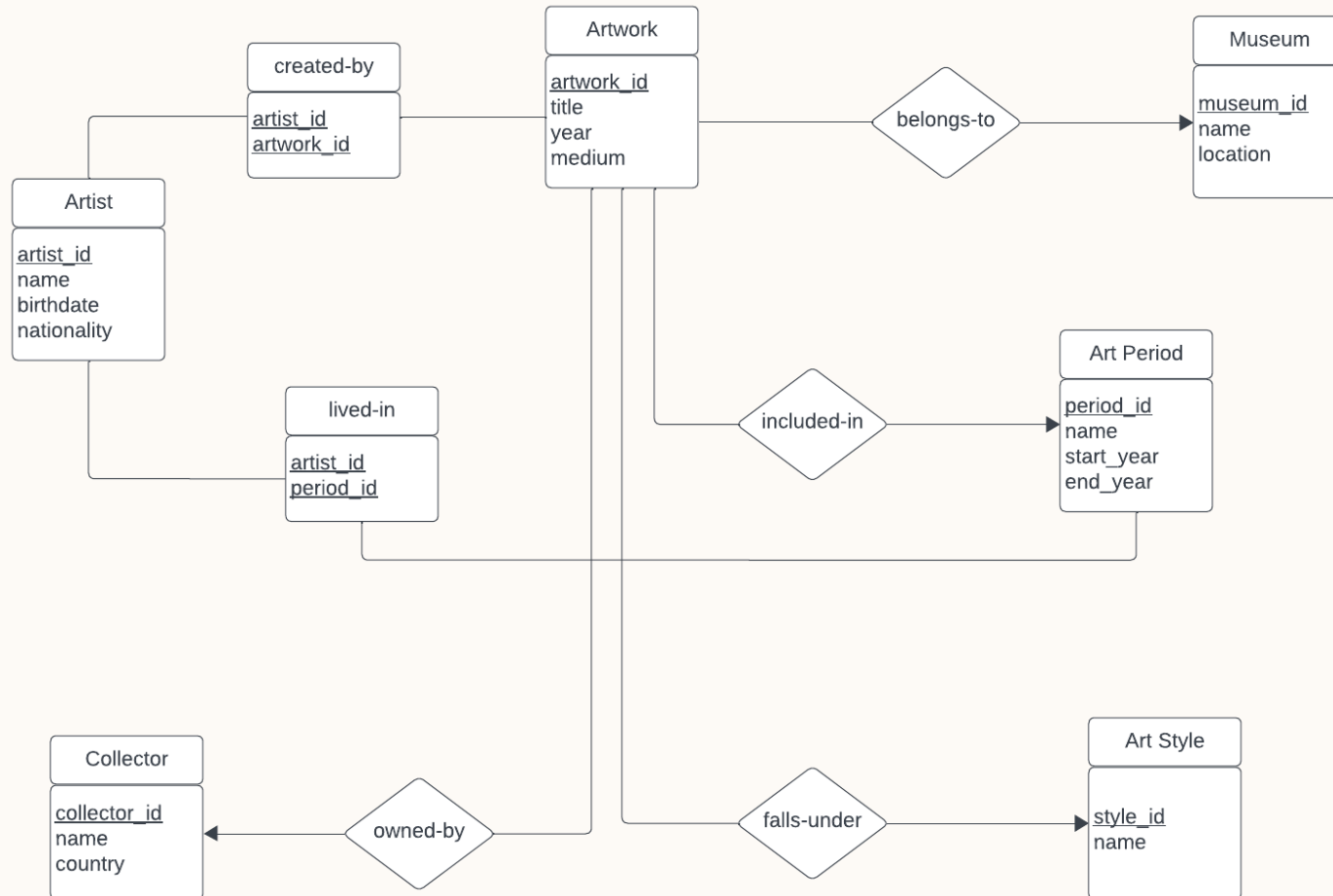
View Art Period Information: The user can navigate to an external resource to view information about the art period that a specific art work belongs to.

View Museum Details: The user can navigate to an external resource to view the current museum the artwork is in.

View Collector: The user can navigate to an external resource to view the collector, if they exist, who owns the specific artwork.

UML USE CASE DIAGRAM

E/R DIAGRAM AND DATABASE SCHEMA

THE END