

A
Project report
On
“ONLINE ART GALLERY SYSTEM”

Submitted to

Department of Computer Engineering

M.L.INSTITUTE OF DIPLOMA STUDIES.BHANDU

Internal Guide:

Prepared by:

Suthar Yash H(216350307005)

Modi Mann B(216350307007)

Prajapati Chandrak D(216680307032)

Vyas Aesha R(216350307002)

Patel Mansi V(216350307006)

Prajapati Vrushti D(216680307026)

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CHAPTER 1

INTRODUCTION

ONLINE ART GALLERY SYSTEM

1.1 Introduction To Your Project:

1.1.1 Purpose

This document explains the specifications and requirements of the “Online Art Gallery System” a website. It describes the functional feature and non-functional requirements of the site such as interface, design and other detailed related to Online Art Gallery System. This specification document is intended for the entrepreneurs who are interested to open their Art Gallery. It is allow to prospective customers the ability to sell and purchase Art.

1.1.2 Scope

An **Online Art Gallery System** is a **website** that displays artworks. Usually, the **Online Art Gallery** is run as a business, with the purpose of displaying the artwork being to promote it to potential buyers. Other variations include: An **Online art** market for collectors also known as an **online** secondary market.

Online Art Gallery is an online **website**, which is used to display and sell art works of artist irrespective of their nationality, gender and other narrow consideration, through auction. 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.

Customer can also register online and they can browse artworks that are arranged in different categories scientifically. Each Customer can create their own gallery to see his favorite art works.

In the future, online art galleries will be able to use these channels to connect with potential buyers and to promote artworks to a wider audience.

CHAPTER 2

OBJECTIVES

ONLINE ART GALLERY SYSTEM

- The primary purpose of an art gallery is to nurture visual artists, promote their work, and expose them to the public, collectors, media, and cultural institutions.
- Furthermore, the gallery works tirelessly and strategically to advance the artists' careers and establish them in the professional art world both locally and globally.
- To achieve this vast mission, a gallery must provide appropriate exhibition space, manage administrative and curatorial staff .

CHAPTER 3

MODULES

- . User Registration
- . Art Details
- . Art Exhibition
- . Artist Directory
- . Payment Options
- . Contact Us

CHAPTER 4

SYSTEM REQUIREMENTS

4.1 HARDWARE REQUIREMENTS:

- Processor : Any Processor above 500 MHz.
- Ram : 128Mb
- Hard Disk : 10 Gb.
- Compact Disk :650 Mb
- Input device : Standard Keyboard and Mouse.
- Output device: High Resolution Monitor

4.2 SOFTWARE REQUIREMENT

- Operating System :Windows 7
- Language : HTML,PHP
- Web Browser : Google Chrome ,Mozilla Firefox
- Data Bases : Mysql
- Xampp configured server
- Unlimited/limited Storage

4.3 Development Platform Specification

- Hard Disk: 512GB
- Main memory: 4GB RAM
- Processor: Intel i5 (3rd Gen)
- Operating system: windows 7
- Front End Tool: Notepad++
- Back End Tool: Mysql

CHAPTER 5

FRONT END SYSYTEM

5.1 INTRODUCTION TO FRONT-END

- **HTML**(Hypertext Markup Language):HTML is the foundation of any web page or application. It provides the structure and defines the content of a websites, including headings, paragraphs, images, links, and more HTML uses tags and attributes to specify the elements and their properties.
- **CSS**(Cascading Style Sheets): CSS is used to control the presentation and styling of HTML elements. It determines how the content is displayed, specifying aspects such as colors, fonts, layouts, animations, and responsiveness.CSS separates the design from the structures, allowing for consistent and visually appealing web pages.
- **Javascrpts:** JavaScript is a programming language that adds interactivity and dynamic behavior to web pages. It enables functionlites like form validation, animations, event handling, data manipulation, and interaction with AOIs, JavaScript allows developers to create interactive and responsive user interfaces

CHAPTER 6

BACK END SYSYTEM

6.1 INTRODUCTION TO BACK-END

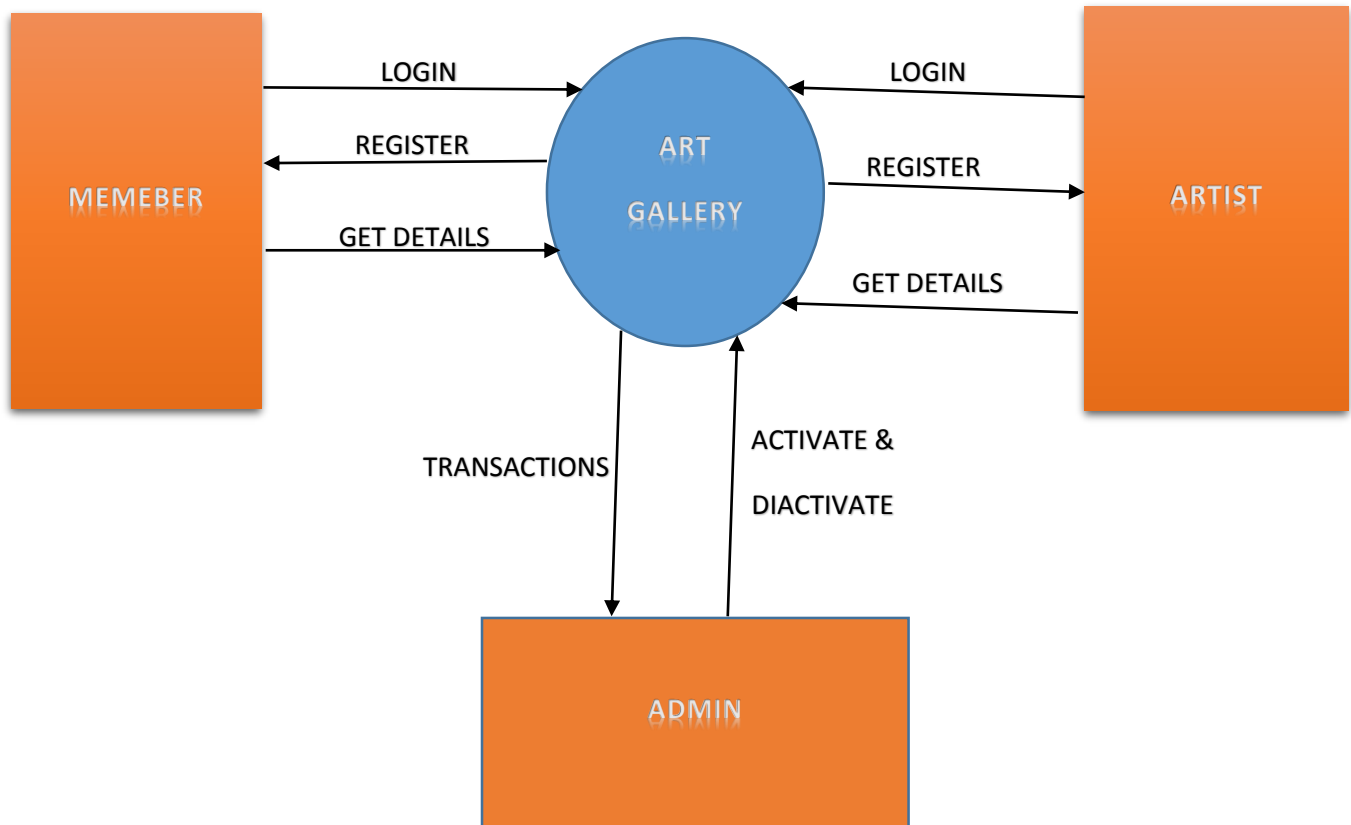
- **Server-side programming languages:** These are programming languages that are used to write the logic and functionality of the server-side. Examples of server-side programming languages include PHP, Ruby, Python, and Java.
- **Databases:** Databases are used to store and manage data. They provide a structured way to store, organize, and retrieve information. Common database management systems include MySQL.
- **Web servers:** Web servers are responsible for serving web pages and applications to users. They receive requests from clients and deliver responses that include the requested content. Popular web servers include Apache

CHAPTER 7

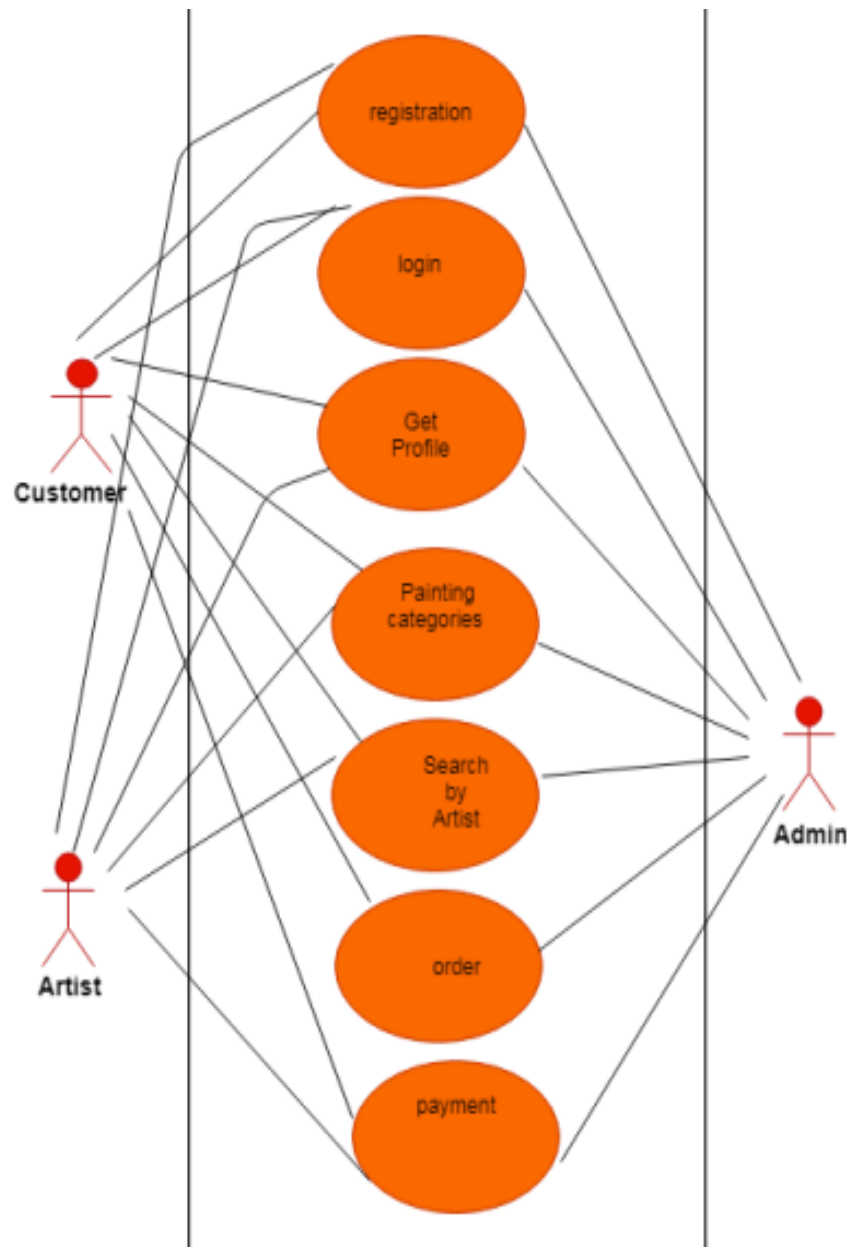
SYSYTEM ANALYSIS AND DESIGN

7.1 DFD(DATA FLOW DIAGRAM):

• 7.1.1 CONTEXT DIAGRAM:



7.2 USE CASE DIAGRAM:



CHAPTER 8

CONCLUSION

- This project "Online Art Gallery " gives scopes for the further enhancement.
- The product can enter any user requirement.
- The application is currently stand alone and can be extended for the web.
- The product creation part is to done in a more elaborate manner.
- In the future, online art galleries will be able to use these channels to connect with potential buyers and to promote artworks to a wider audience.
- Social media channels can also be used to create online communities of art collectors, which can help to foster connections and provide opportunities for collaboration.

