# Art Shop Java FX Desktop Application

Documentation

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#### 1. Introduction

Art Shop App is a JavaFX application developed as a project for Object-Oriented Programming and Databases courses. The application serves as an app for the users who would like to sell their paintings or another artworks they have in their households. Users can register, log in, add a product on sale, delete, update or filter products and finally they can buy the products they like.

## 2. System Requirements

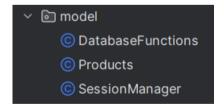
For testing this application, the following will be needed:

- Java Development Kit (JDK) 8 or later
- JavaFX library
- PostgreSQL Database DDL provided in appArtDB.txt file
- The necessary .jar files

## 3. Project Structure - MVC

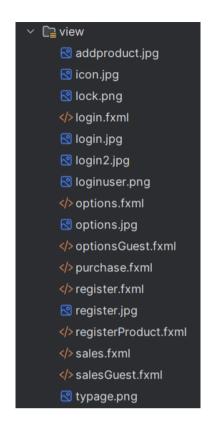
#### 3.1. The Model

The Model package incorporates all casses that represent the table entities from the database + the repository, which contains the class that interacts with the database itself (the DatabaseFunctions class) + a session manager class.



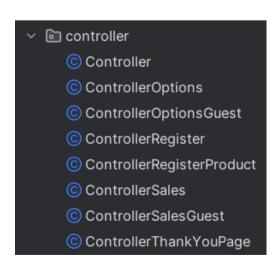
#### 3.2. The View

The View package contains visual interface which the user interacts with, composed of .fxml files and images used in the application and the image used as the application's icon.



#### 3.3. The Controller

The Controller package contains the classes that interact with the backend side of the app. For example, it describes the actions of the buttons, the alerts and the pop-ups that appear during user interaction with the application, the actions of the text fields, logic of user validation and so on. Data handling from the table fields happens through the controllers, calling the methods from the class that manages database interaction.



### 4. Features

#### User Authentication

Registration and Login: Users can create personalized accounts by registering with the app. Subsequently, they can log in securely to access a suite of features. Input validation is made within login methods and register methods.

#### Artwork Management

Product Listing: Sellers can showcase their artworks by adding them to the platform. Each listing is a digital representation, creating a virtual gallery for potential buyers.

#### Add, Update and Delete

Sellers have full control over their listings, allowing them to add, update information or remove artworks as needed. This ensures that the displayed content accurately reflects the available pieces.

#### Filtering Options

Intuitive filtering mechanisms enable users to navigate the extensive collection efficiently. Whether searching by artist name or title, the app provides a seamless browsing experience.

#### • Dynamic Product Management

Real-time Updates: The app offers real-time updates on available artworks, ensuring that users have the latest information on the diverse collection.

#### User-Friendly Interface

Intuitive Design: The user interface is made for an immersive experience, promoting ease of navigation and engagement.

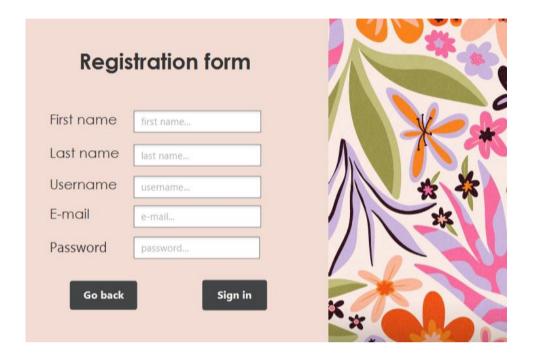
Responsive Layout: The app is designed to be responsive across browsing, providing a consistent and enjoyable experience when running it.

#### Comprehensive User Profiles

Personalized Dashboards: Users can see who listed artworks and other relevant information.

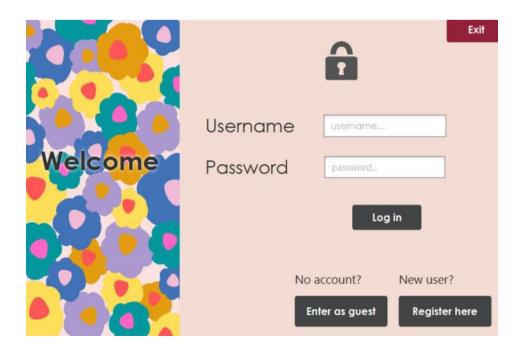
## 5. User Manual

• Creating an account



All the text fields with the required information must be filled in. If there exists an account with the provided username or e-mail password, users will need to log in or change their credentials.

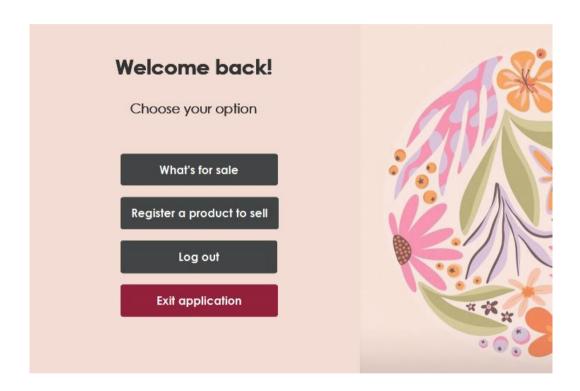
• Logging in



Users need to make sure to enter the correct password, which should not be shorter than 2 characters. Otherwise, their credentials will not be saved into the database (password constraint, length of the password is checked).

Users can also continue as guests, but several functionalities of the application will be hidden.

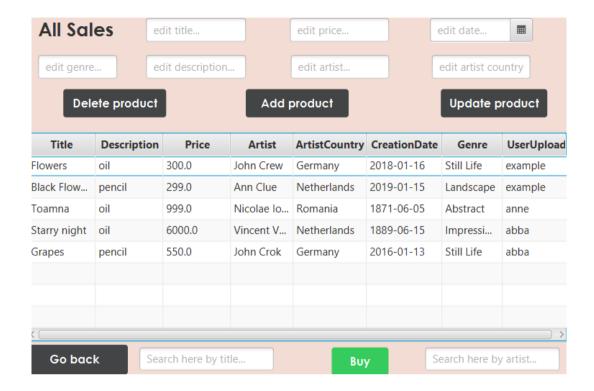
#### Choosing your option



After logging in, users can add a product to sell or see what is on the market at the moment. They can also log out or exit the application.

If the user is not logged in, the second and the third button will display an error.

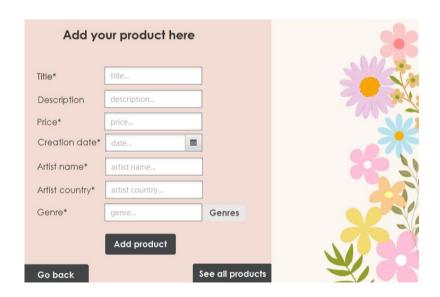
#### • Browsing through products



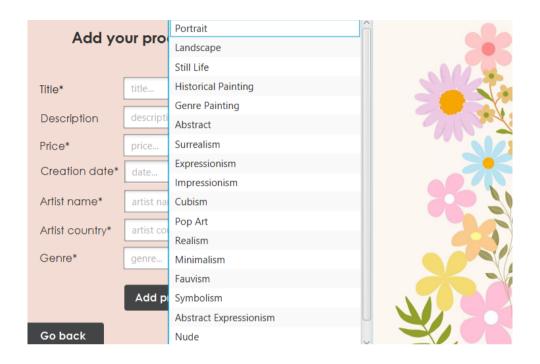
As a logged in user, all the functionalities displayed are available. For updating or deleting data, a field must be selected, otherwise an error log will appear on the screen.

As a guest, the Buy button will not be available and the edit fields and add, update, delete buttons will display an error message each time they are clicked. The guest can only visualize and filter the data.

#### Adding a product

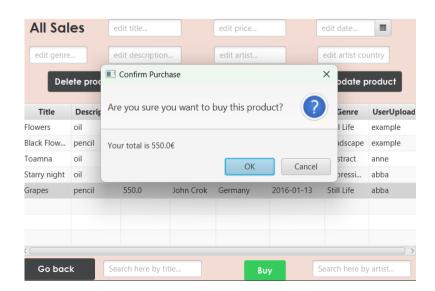


This view is available only for logged in users. They must fill all the fields that are marked with a star, otherwise an error message will appear. Moreover, they can select the Artwork genre only from the given range, to prevent users from entering invalid data.

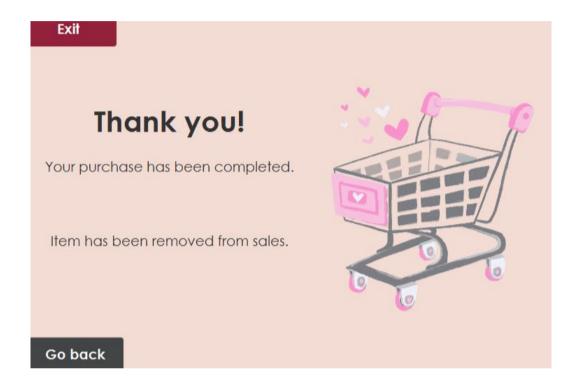


#### Buying a product

After clicking the Buy button from the Sales page, the users are asked for confirmation and the price from the selected item from the database is also displayed.



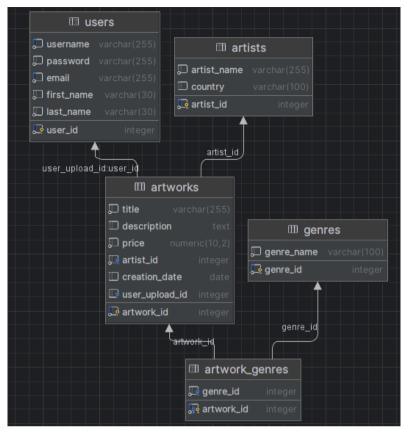
When clicking the OK button, the users are automatically redirected to the Thank You page. This means that the purchase has been completed and the product has been removed from the Sales page.



# 6. Database Integration

The database used for the application has been implemented using DataGrip in PostgreSQL language. It can be replicated using the DDL script provided.





Note: all tables get updated when the application is used.

## 7. Future Enhancements

- Add a method of payment when clicking the Buy button in the Sales page, making secure and efficient transactions (card/cash options, delivery details etc.)
- Possibility of editing the user profile data and adding profile pictures
- Forgot password at logging in implementation
- Adding more filters when browsing through the sales, for a more pleasant experience
- More types of users and views based on their roles
- Improved UI experience

# 8. Conclusion

This project was made in educational purposes and it serves as a Desktop Application for selling and buying artworks.

The user-friendly interface and all implemented features encourage sellers to manage their listings easier, ensuring a seamless integration of technology into the art-selling process.

From user authentication to database interactions, the Art Shop App provides handson learning opportunities, reinforcing theoretical concepts in a real-world context, combining design patterns and functionality.