

# *"Super Brush"*

Student's name:

Ghala Alkhaldi

Fatimah Al-Hmoud

Fida Alelou

Computer Science

١٤٤٣هـ

L. Ezaz Aldahasi

T.A Fatimah Almohammedsaleh

## Introduction:

There are many creative artists and there are those who love this art by acquiring paintings, so we decided to create a system that helps artists and art lovers to communicate faster.

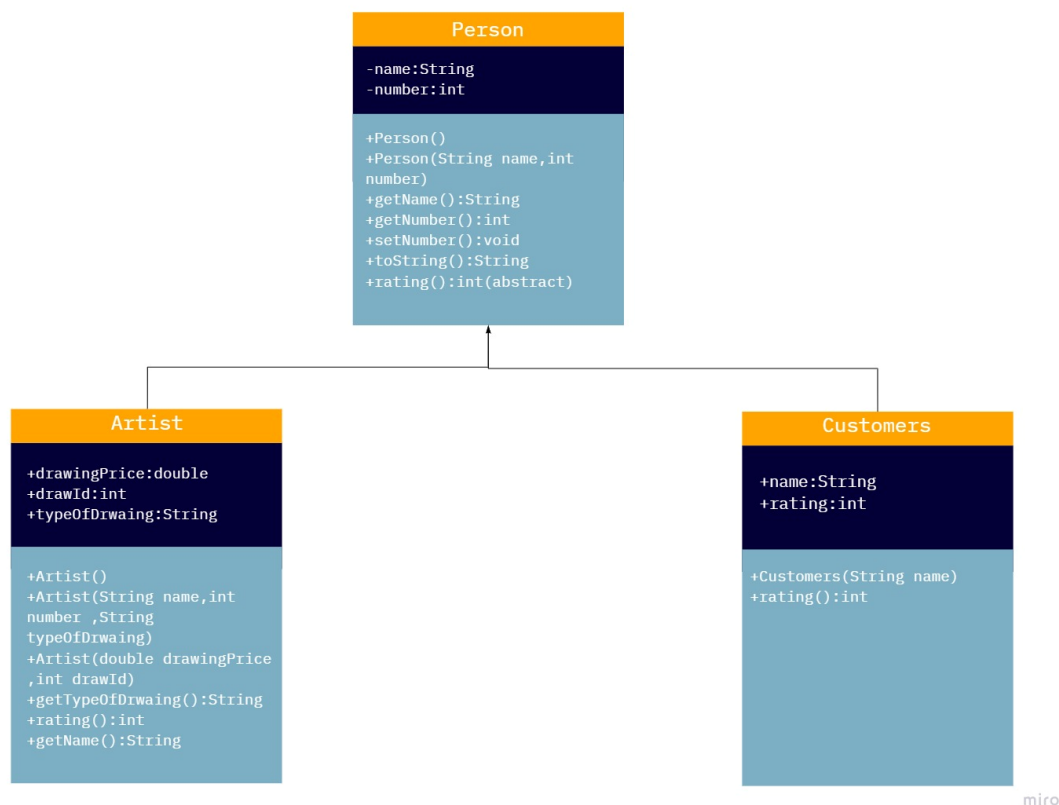
## The problem statement:

The difficulty of buying paintings from artists easily, except by going to exhibitions specialized in the sale of paintings.

## The target:

Artists who sell their painting and customers interested in art.

## UML:



## Code:

```
package superbrush;

abstract class Person {
    private String name;
    private int number;

    public Person() {}

    public Person(String name, int number) { // constructor
        this.name = name;
        this.number = number;
    }

    public String getName() {
        return name;
    }

    public int getNumber() {
        return number;
    }

    public void setNumber(int number) {
        this.number = number;
    }

    @Override
    public String toString() {
        return "Name: " + this.name + " ,Number: " + this.number;
    }

    abstract public int rating() ;
}
```

```
package superbrush;

public class Customers extends Person {

    public String name ;
    public int rating ;

    Customers(String name) {
        this.name = name ;
        rating = rating() ;
    }

    @Override
    public int rating() {
        System.out.println("1 : Great");
        System.out.println("2 : Good");
        System.out.println("3 : Ok");
        System.out.println("4 : Bad");
        System.out.print("Could you please rate the Artist from 1 to 4 : ");
        rating = SuperBrush.scanner.nextInt();
        return rating;
    }
}
```

```

1 package superbrush;
2 public class Artist extends Person {
3
4     public double drawingPrice;
5     public int drawId;
6     public String typeOfDrwaing;
7
8     public Artist() {
9     }
10
11     public Artist(String name, int number, String typeOfDrwaing , double drawingPrice) {
12         super(name, number);
13         this.typeOfDrwaing = typeOfDrwaing;
14         this.drawingPrice = drawingPrice;
15     }
16
17     public Artist(double drawingPrice, int drawId) {
18         this.drawingPrice = drawingPrice;
19         this.drawId = drawId;
20     }
21
22     public String getTypeOfDrwaing() {
23         return typeOfDrwaing;
24     }
25
26
27     @Override
28     public int rating() {
29         System.out.println("1 : Great");
30         System.out.println("2 : Good");
31         System.out.println("3 : Ok");
32         System.out.println("4 : Bad");
33         System.out.print("Could you please rate the Customer from 1 to 4 : ");
34         int rating = 0;
35         rating = SuperBrush.scanner.nextInt();
36         return rating;
37     }

```

```

36         return rating;
37     }
38
39     @Override
40     public String getName() {
41         return super.getName();
42     }
43 }

```

```

1 package superbrush;
2 import java.util.Scanner;
3 import java.util.ArrayList;
4
5 public class SuperBrush {
6
7     public static Scanner scanner = new Scanner(System.in);
8     public static ArrayList<Artist> artists = new ArrayList<>();
9     public static ArrayList<Customers> costumersList = new ArrayList<>();
10    public static ArrayList<Artist> likedArtists = new ArrayList<>();
11    public static ArrayList<Artist> buyList = new ArrayList<>();
12
13    public static void main(String[] args) {
14
15        artists.add(new Artist("John", 1121, "abstract art", 500));
16        artists.add(new Artist("Aldon", 1512, "decorative art", 100));
17        artists.add(new Artist("Jack", 1771, "engineering art", 200));
18        artists.add(new Artist("Nail", 1851, "Abstract art & Expressionism", 300));
19
20        System.out.println("Artist: ");
21        for (int i = 0; i < artists.size(); i++) {
22            System.out.println(artists.get(i).toString() + ", and type of drawing: " + artists.get(i).typeOfDrwaing);
23        }
24
25        System.out.print("How Many Drawing Did You Like ? : ");
26        int howMany = scanner.nextInt();
27        for(int i = 0 ; i < howMany ; i++){
28            System.out.print((i+1) + ". Please Enter The Drawing ID You Liked : ");
29            int drawIdInput = scanner.nextInt();
30            for(int j = 0 ; j < artists.size(); j++){
31                if(artists.get(j).getNumber() == drawIdInput){
32                    likedArtists.add(artists.get(j));
33                }
34            }
35        }
36    }

```

```

37    System.out.println("The Liked Drawings Are ");
38    for(int i = 0 ; i < likedArtists.size(); i++){
39        System.out.println(likedArtists.get(i).getNumber() + " By " + likedArtists.get(i).getName());
40    }
41
42    System.out.print("Would You Like To Buy Anyone Of Them ? ( Y / N ) : ");
43    char c = scanner.next().charAt(0);
44    while(c == 'y' || c == 'Y'){
45        System.out.print("Which One Would You Like To Buy ? (ID) : ");
46        int likedToBuy = scanner.nextInt();
47        for(int i = 0 ; i < likedArtists.size(); i++){
48            if(likedArtists.get(i).getNumber() == likedToBuy){
49                buyList.add(likedArtists.get(i));
50            }
51        }
52        System.out.print("Would You Like To Buy Another One ? ( Y / N ) : ");
53        c = scanner.next().charAt(0);
54        if(c == 'y' || c == 'Y'){
55            continue;
56        } else {
57            break;
58        }
59    }
60    int total = 0;
61    for(int i = 0 ; i < buyList.size(); i++){
62        total += buyList.get(i).drawingPrice;
63    }
64
65    System.out.println("Your Total Is " + total);
66    System.out.println("Please Go To The Cashier");
67
68    char choice;
69
70    do {
71        System.out.print("Would You Like To Add Rating (Y) : ");

```

```
65 System.out.println("Your Total Is " + total);
66 System.out.println("Please Go To The Cashier");
67
68 char choice;
69
70 do {
71     System.out.print("Would You Like To Add Rating (Y) : ");
72     choice = scanner.next().charAt(0);
73     if (choice != 'Y' && choice != 'y') {
74         break;
75     }
76     System.out.print("Please Enter Your Name : ");
77     String name = scanner.next();
78     costumersList.add(new Customers(name));
79
80 } while (true);
81
82 for(int i = 0 ; i < costumersList.size(); i++) {
83     String rating = (costumersList.get(i).rating > 2) ? (costumersList.get(i).rating > 3)? "Bad" : "Ok" : (costumersList.get(i).rating > 1) ? "Good"
84     System.out.println("Customers Name : " + costumersList.get(i).name + " Rating : " + rating);
85 }
86
87 System.out.println("Thank You For Visiting Us.");
88
89
90
91 }
92
93 }
94 }
```

## The conclusion:

Finally, we did our best to comfort customers and increase profit for artist. So, we hope the app serve them in a perfect way.