Overview  
A Java program called the Art Connoisseur System was created to handle an art gallery's artwork inventory and offer features to art enthusiasts. Users of the system may see available artwork, remove artwork, contribute new artwork to the database, and oversee art connoisseurs' budgets. These properties are provided by a number of classes that cooperate with one another.  
  
  
Overview of Classes  
Expert in Art  
This class, which has characteristics like ID, name, and budget, represents an art aficionado.  
It offers ways to get and establish the budget, name, and ID of the art aficionado as well as ways to change the budget in response to orders.  
Art.  
Individual works of art are represented by the Artwork class, which has properties like ID, name, and price.  
It offers ways to get and modify the ID, name, and price of the artwork.

It offers ways to get and establish the budget, name, and ID of the art aficionado as well as ways to change the budget in response to orders.  
Art.  
Individual works of art are represented by the Artwork class, which has properties like ID, name, and price.  
It offers ways to get and modify the ID, name, and price of the artwork.  
GUI  
The GUI class is in charge of designing the system's graphical user interface.  
It creates a basic interface with buttons for adding, viewing, removing, and quitting using Swing components.  
Every button has a specific function, such as adding, displaying, or removing artwork from the gallery.  
Gallery  
The Gallery class manages database interfaces and carries out tasks associated with the artwork catalog.  
It uses JDBC to create a connection to a PostgreSQL database.

offers ways to search for artwork via name, upload artwork to the catalogue, and see available artwork.  
To add and remove artwork, among other SQL queries, the class uses PreparedStatements.  
principal  
  
The primary method for executing the program is located in the Main class.  
It instantiates the GUI class and presents the graphical user interface for user interaction.  
Features  
Incorporating Artworks into the Catalog  
Through the GUI, users may enter the name and price of the artwork.  
Then, this piece of art is added to the database catalogue by the Gallery class.  
Examining Available Artworks  
All artwork entries are retrieved by the system from the database and shown via a JOptionPane.  
Taking Artworks Out of Catalog  
Through the GUI, users may enter the name of the artwork they want to erase.

Subsequently, the designated artwork is deleted from the database by the Gallery class.   
Management of Budgets  
Art aficionados can set a budget thanks to the ArtConnoisseur class.   
  
The system determines whether the order total exceeds the budget when an order is placed.   
The order is handled and the budget is revised if funding permits.   
In summary   
The Art Connoisseur System offers an easy-to-use but efficient method for organizing an art gallery's inventory and helping art enthusiasts make choices that fit their budgets. Administrators and users alike may enjoy a smooth experience with the system because to its user-friendly GUI and database connectivity.   
  
This paper highlights the structure and operation of the Art Connoisseur System by summarizing its main classes and features.