

A
Minor Project Report
on
ART GALLERY
Submitted in Partial Fulfillment of
the Requirements for the Third Year
of
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in
Computer Engineering
to
North Maharashtra University, Jalgaon

Submitted by

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2015 - 2016

**SSBT's COLLEGE OF ENGINEERING AND TECHNOLOGY,
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CERTIFICATE

This is to certify that the Minor Project entitled *Art Gallery*, submitted by

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in partial fulfillment of the Third Year of *Bachelor Of Engineering in Computer Engineering* has been satisfactorily carried out under my guidance as per the requirement of North Maharashtra University, Jalgaon.

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Place: Jalgaon

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Abstract

Art Gallery is an application, which is used to display and sale art works of artist irrespective of their nationality and other narrow consideration. Artist can register 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 for fixed price. The artist is reliable to pay a fraction of the price of each art work to the web site to find the running fund for site. Customer can also register and they can browse art works that are arranged in different categories scientifically. Each Customer can view the gallery to see his favorite art works by searching painting on the site can seach by artist name or category name so that they can see the paintings that they want, without much difficulty.

Chapter 1

Introduction

Art galleries are increasing their collections of abstract paintings. Abstract paintings are paintings which reflect the emotions and feelings without special themes reflected. Art galleries provide with the complete specifics about the whole content. In gallery, the pictures are basically indexed on the type. It may sort the pictures according to its type. When they click on a picture, it will open a new page where will get all the detailed information. Information pertaining to the art galleries will be given over there and a detailed explanation about the painting is available there. The painters profile with his other pictures may also be obtained in a hyperlinked manner. A person who got attracted with a particular picture might want to see more pictures of the same artist and also could be interested in buying them.[4]

In this chapter, section 1.1 describes the introduction related to project. Section 1.2 describes the How Gallery Works, Section 1.3 describes the Existing System, Section 1.4 describes the Scope of Work and Section 1.5 describes the Summary of chapter.

1.1 How gallery works

While buying Art, lots of things can be taken care off. Make sure to confirm the size of the painting. Normally people buy paintings to decorate their office or home and the size of the painting matters. It might not have a huge space to keep the painting and the big size painting is not matching the small size room.

Need to know the buying art. The store has a great advantage, that users can put their reviews. If want to buy the paintings, please check the reviews around the painting. Normally there could be somebody who may not like the color combination, or somebody might possibly not have got the emotion correctly. These reviews will help to decide the price. Though they will find there is a base price available for each of the paintings, but positive comments signify that the investment will not be a bad one. Store also helps to have an idea about the price of the paintings.[1]

1.2 Existing System

The Existing System works manually, which is a very tedious and hectic task. It needs a lot of human resource, time and money. Each and every customer has to visit the Exhibition for purchase the painting. In this system customer waits for the Art exhibition. Only in this medium they can see and buy the paintings. The cost of arranging such exhibition is high so all artist can not afford this huge cost. In the existing system there is direct contact between customer and artist. Payment mode of this system is by check or hand to hand cash. There are heavy transactions daily and no records are kept for even a single customer, painting or money. Since records are not kept, therefore no reports can be generated[2]

1.3 Scope of Work

Art Gallery is an application, which is used to display and sale art works of artist irrespective of their nationality and other narrow consideration. Artist can register 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 for fixed price. The artist is reliable to pay a fraction of the price of each art work to the web site to find the running fund for site. Customer can also register and they can browse art works that are arranged in different categories scientifically. Each Customer can view the gallery to see his favorite art works by searching painting on the site. They can search by Artist name or category name so that they can see the paintings that they want, without much difficulty. And each user has the right to purchase an art work using the Credit Card, valid payment the art work will be shipped within 15 days.[3]

1.4 Summary

In this chapter, an overview of the problem statement along with its solution for the work contained in this introduction is provided. In the next chapter, System Analysis is presented.

Chapter 2

System Analysis

The word art has been in use in English from about the 13th century. Originally, it meant skill and was widely applied to everything from mathematics to medicine. By about the 16th century, its meaning had narrowed and the word was being applied more particularly to those skills to do with painting, drawing, engraving and sculpture. By the 18th century, the distinction between artist and artisan, between fine art and useful craft, had grown stronger. These days, artists can use any means and any material available to make art.[4]

In this chapter, section 2.1 describes the Literature Survey related to project. Section 2.2 describes the Feasibility Study, Section 2.3 describes the Requirement Analysis and Specification, Section 2.4 describes the Fact Finding Techniques and Section 2.5 describes the Summary of chapter.

2.1 Literature Survey

As the usage of the word art has changed, so have its boundaries. Something not considered art one day may be called art the next, and vice versa. Back in the good old days, like say forty years ago, art was just art. Then one day, some enterprising gallery somewhere began referring to it as investment. Within perhaps the past five years or so, the art-as-investment cabal has upped the ante and christened it an asset class. An asset is defined as follows: "Any item of economic value owned by an individual or corporation, especially that which could be converted to cash. Examples are cash, securities, accounts receivable, inventory, office equipment, real estate, a car, and other property." To repeat, unlike the commodities just mentioned, there is no place can go to simply "cash art in." The difficulty with considering art as an asset class arises in attempting to demonstrate with actual concrete facts and proof that it has cash value based on measurable quantifiable tangible qualities and characteristics.[5]

2.2 Feasibility Study

Feasibility study is the initial study of the project. The feasibility study meant gathering all the information related to the project. Study the project at initial level. A feasibility study is test of a system proposal according to its viability, impact on the organization, ability to meet user needs and effective use of resources.[7] In feasibility study following points are important:

- 1. Is there a better and new way to do the job that will benefit user?
- 2. What are the costs and savings of the alternatives?
- 3. What does the user recommended?

2.2.1 Operational Feasibility

In the operational feasibility the requirements of users were asked so that they could be available in the proposed system. This would fulfill the users need for working. The proposed system is designed in such a way that a person aware of the system can run it through the menu driven facility. Hence special training for the operators is not required. This method is reliable and efficient enough for management to take decisions. It is acceptable by the user.

2.2.2 Technical Feasibility

In Technical feasibility a study of function, performance and constraint that may affect the ability to achieve an acceptable system are considered. The system should be easy to update i.e. if the user feels to the necessity of some changes in the system then it should be developed in such a way that it will easy to operate.

2.2.3 Economic Feasibility

Economics analysis is most frequently used method for evaluation of the effectiveness of proposed system. Cost or benefits analysis is the most commonly used procedure for this feasibility where benefits and savings are determined that are expected from the proposed system.

2.3 Requirement Analysis and Specification

The requirement analysis and specification phase is undertaken once the feasibility study phase is complete.

Software Requirements Specification (SRS)[7]

There are two important and distinct activities,

- Requirement Analysis
- Requirement Specification
- Requirement Analysis

This involves obtaining a clear idea about the project with the view to remove all ambiguities and inconsistency from the initial customer perception of the problem. After the analysis has collected the requirements regarding the system to be developed and has removed all the inconsistencies and anomalies from the specification each start to systematically organize the requirement in SRS document.

- Requirement Specification
SRS document should clearly document the following
Functional requirement of system
Nonfunctional requirement of system
Constraints on the system

Thus the SRS document should specify the external behavior of the system only and retained from discussing any implementation. The SRS document should view the symbol developed as a black box should specify the externally behavior of the system.

2.4 Fact Finding Techniques

A kind part of feasibility analysis is gathering information about the present system. These include the Questionnaires, interview, record review and observation. The analyst must know what information to gather, to make of it. The proper use of tools for gathering information is the key to success analysis.[4]

We use four fact finding techniques in our system analysis:

1. Questionnaires
2. Interview
3. Record review

4. Observation

- Questionnaires A Questionnaire allows analyst to collect information from group of individual who may not be using the system, thus resulting sometime in relevant data and redundancy, and certainly nobody has time to complete the Questionnaires.
- Interview Analyst the interview to collect information from individual who they consider should be the sources, which are current user of the existing system. The system analyst has face- to-face conversation with the user of the system and fixed set of questions is prepared.
- Record view Many kinds of records can provide analyst with valuable information about the organizations and operations. This was the most beneficial technique for while making screens and databases. Studied the actual documentation prepared before, related to the existing system to get more idea. This aspect helps me to kick out problems involved in existing system and improve the quality of it.
- Observation Observation allows analyst to gain information they cant get from any other fact-finding method. Though observation, analyst can obtain information about the activities carried out. Their analyst have to themselves observed the activities carried out by the system and whether specified step all actually followed .This can also be called on the spot observations. While finding the facts keenly observed the usage of communication documents and other record keeping methods. Observation helped in finding out the actual way of functioning apart from the ideal or desired.[4]

2.5 Summary

In this chapter, background of Art Gallery is provided. In the next chapter, System Design is presented.

Chapter 3

System Design

UML can be described as a general purpose visual modeling language to visualize, specify, construct and document software system. Although UML is generally used to model software systems but it is not limited within this boundary. It is also used to model non software systems as well like process flow in a manufacturing unit etc. UML is not a programming language but tools can be used to generate code in various languages using UML diagrams. UML has a direct relation with object oriented analysis and design. After some standardization UML is become an OMG (Object Management Group) standard.[7]

In this chapter, section 3.1 describes the Unified Modeling Language Diagram (UML) related to project. Section 3.2 describes the Architecture and Section 3.3 describes the Summary of chapter.

3.1 Unified Modeling Language Diagram (UML)

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

OMG is continuously putting effort to make a truly industry standard.

- UML stands for Unified Modeling Language.
- UML is different from the other common programming languages like C++, Java, and COBOL etc.
- UML is a pictorial language used to make software blue prints.

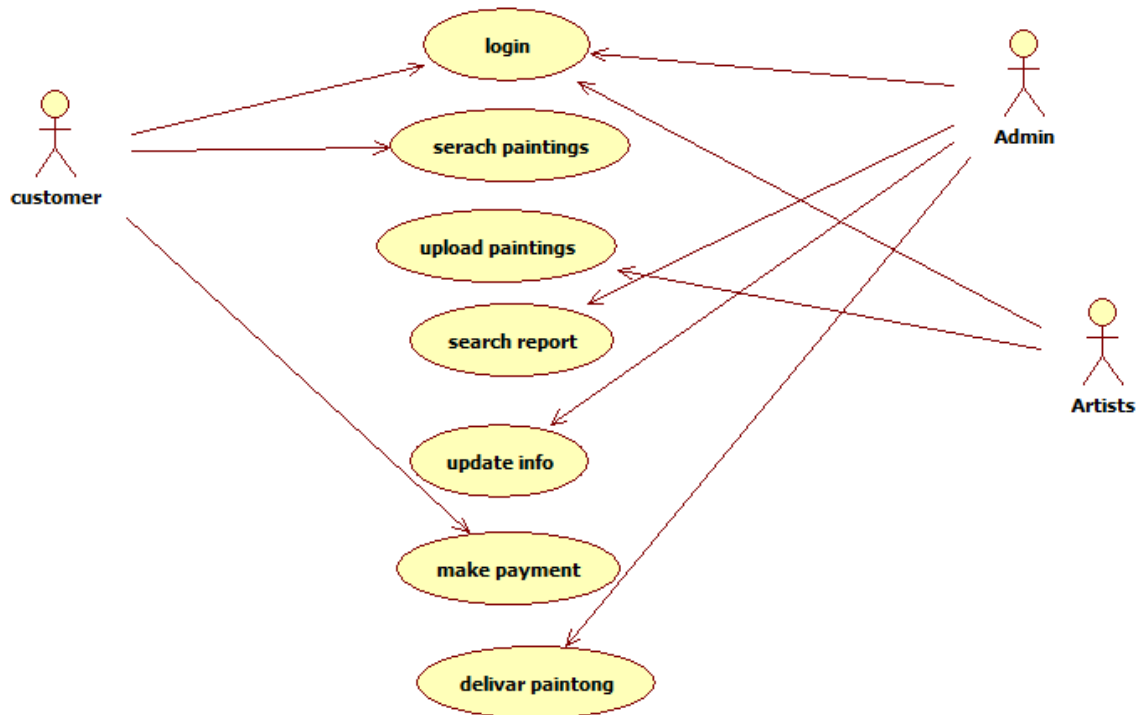


Figure 3.1: Usecase Diagram

3.1.1 Use Case Diagrams

Use Cases represented distinct pieces of functionality for a system, a component, or even a class. Use Case Diagrams describes what a system does from the standpoint of an external observer. A Use case corresponds to a sequence transaction, in which each transaction is invoked from outside the system (actor) and engages internal objects to interact with one another and with the systems surroundings.[5]

Actors: An Actor portrays any entity (or an entity) that Performs certain roles in a given systems.

Use Case: A Use Case in a use case diagram is a visual representation of distinct business functionality in a system. The key terms here is distinct business functionality.

System boundary: A System boundary defines the scope of what a system will be. A System cannot have infinite functionality.

The Figure 3.1shows the Use Case Diagram for proposed system. It consists of actors like admin,customer and artist. The use cases in Figure are make account,login,search paintings,upload paintings,serach report,update info,make payment,deliver paintings etc . Actors are connected to use cases according to their role in system

- Relationships in Use Cases
- Actors: An Actor portrays any entity (or an entity) that Performs certain roles in a given systems
- Use Case: A Use Case in a use case diagram is a visual representation of distinct business functionality in a system. The key terms here is distinct business functionality
- System boundary:A System boundary defines the scope of what a system will be. A System cannot have infinite functionality

3.1.2 Sequence Diagrams

A Sequence diagrams depicts the sequence of actions that occur in a system. The invocation of methods in each objects, and the order in which the invocation occurs is captured in a sequence diagram. This makes the Sequence diagram is a very useful tool to easily represent the dynamic behavior of a system.[2]

Element of Sequence diagram : A Sequence diagram is made up of objects and messages. Objects are represented exactly how they have been represented in all UML diagrams as rectangles with the underlines class name within the rectangle.

Element of Sequence diagram Object: The Primary element involved in a sequence diagram is an Object an instance of a class.

Message: The interactive between different objects in a sequence diagram is represented as message. A message is denoted by Directed arrow.

The sequence diagram shows the work flow, message passing and how elements cooperate over time to achieve a result. In this sequence diagram the admin first login into the system. Its verify the data from database and after verification there is deletion of artists or deletion customer and update the database. If administrator wants to edit the any details of customer then modification will be done. After All this ,the admin simply logout from the system

The Figure 3.2, shows the sequence diagram for adding customer or artist.[1]

In this sequence diagram the artist first login into the system. Its verify the details from database and after verification the artist upload ,view paintings and also can add exhibition details. After All this ,the admin simply logout from the system .

The Figure 3.3, shows the sequence diagram for artist can upload paintings.

In this sequence diagram the customer first login into the system. Its verify the details from database and after verification the customer can view exhibition ,search paintings, view artists and buy paintings . After All this ,the admin simply logout from the system .

The Figure 3.4, shows the sequence diagram for customer can buy paintings.

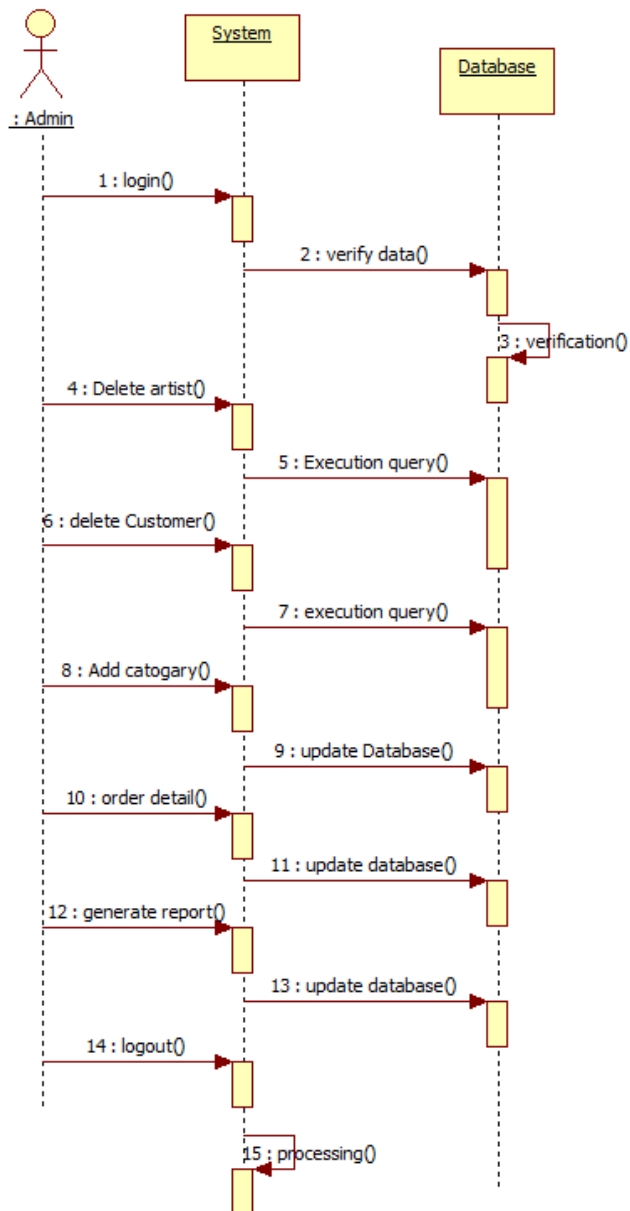


Figure 3.2: Sequence Diagram for Admin

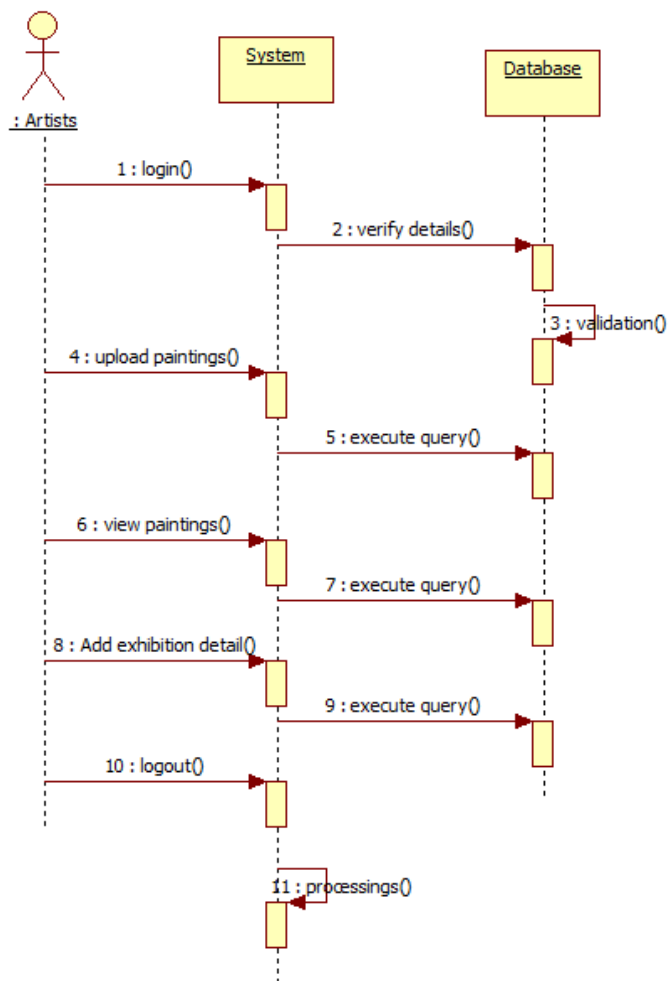


Figure 3.3: Sequence Diagram for Artist

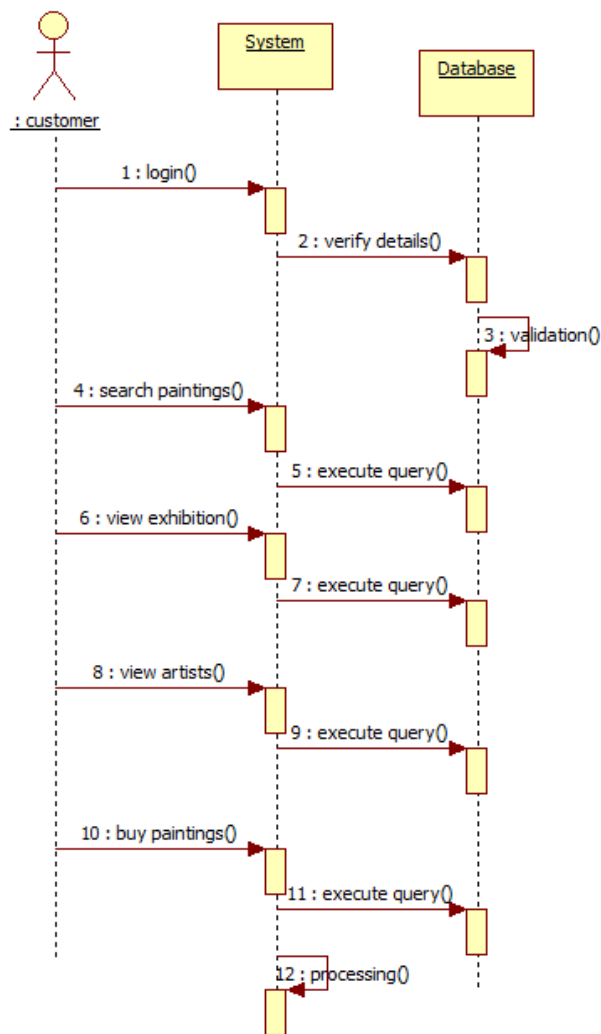


Figure 3.4: Sequence Diagram for Customer

3.1.3 Class diagram

A Class Diagram gives an overview of a system by showing its classes and the relationship along them. Class diagram are static they display what interact but not what happens when they do interact. A Class diagram is a pictorial representation of the detailed system design. Design experts who understand the rules of modeling and designing systems design the systems class diagram. A Thing to remember is that a class diagram is a view of a system.[6]

Elements of the Class:

- A Class represents an entity of given system that provides an encapsulated implementation of certain functionality of a given entity. These are exposed by the class to other classes as method. A part from business functionality, a class also has properties that reflect unique features of a class. The properties of a class are called Attributes. Simply put, individual members of a family of family tree example are analogous to classes in a class diagram.
- Interface An Interface is a variation of a class .As it can saw from the previous point; a class provides an encapsulated implementation of a certain business functionality of a system. An interface on the other hand provides only a definition of business functionality of a system. A separate class implements the actual business functionality.
- Packages A Package provides the ability to group together classes and/or interfaces that are either similar in nature or related. Grouping these design elements in a package element provides for better readability of class diagram, especially complex class diagram.

A Class diagram is used to represent the static view of the system. It mainly use Classes, interfaces and their relationships. The Figure 3.5, shows the Class Diagram for proposed system. Admin has the attributes like Id, and password and operations are manages artist, paintings, categories etc. Customer class has attributes like Id and password. Operations are search, login, add to cart, buy paintings, view exhibition etc . paintings class has attributes like painting id, artist id, price and operations are show record etc. Order class has attributes like Order id, order date ,order amount and the operation are validate ,add order etc. Credit card class has attribute like card type, credit card no, amount and operation is validate etc and The Final class is Artist has attribute like id, password and operations are register ,login, upload paintings, view paintings, add exhibition etc. And they all are attached to each other with association relation.[6]

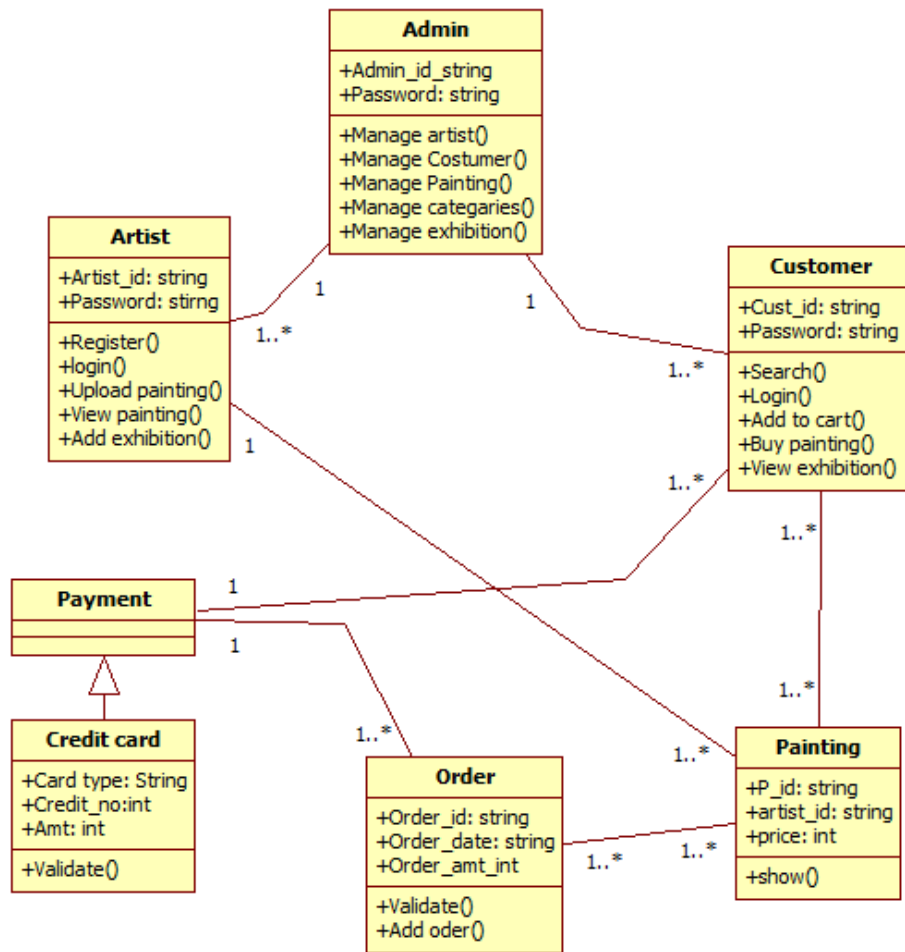


Figure 3.5: Class Diagram

The Figure 3.5, consists of classes like admin,artist ,customer,paintings,order and credit card.The classes are connected with each other according to the association of one to other.

3.1.4 Activity Diagrams

The Activity diagram is a simple way to represent the workflows and their steps of an entire system or a subsystem. The easiest way to visualize an Activity diagram is to think of a flowchart of a code. The flowchart is used to depict the business logic flow and the events that cause decisions and actions in the code to take place. Activity diagram represent the business and operational workflows of a system. An Activity diagram is a dynamic diagram that shows the activity and the event that cause the object to be in the particular state. So, what is the important of an Activity diagram, as opposed to a state diagram? A state diagram shows the different states an object is in during the lifecycle of its existence in the system, and transitions in the state of the objects. These transition depict the causing these transitions, shows by arrows.[5]

The Figure 3.6 shows activity Diagram for the Art Gallery System and which shows run time activities of artist. The activities like enter url, login, enter email id and password, verify, admin home screen manages customer, artist, paintings, category, exhibition and report and simply logout from the system.

The Figure 3.7 shows activity Diagram for the Art Gallery System and which shows run time activities of Admin. The activities like enter url, home screen, new artist, register, fill registration form, enter id, enter password, verify, index screen, view paintings, upload paintings and add exhibition details and finally logout from the system.

The Figure 3.8 shows activity Diagram for the Art Gallery System and which shows run time activities of customer. The activities like enter url, home screen, new customer, enter id, password, verify, register, fill registration form, index finger, view exhibition details, search paintings, view artist, view paintings details, add paintings to cart and credit card details and lastly logout from the system.

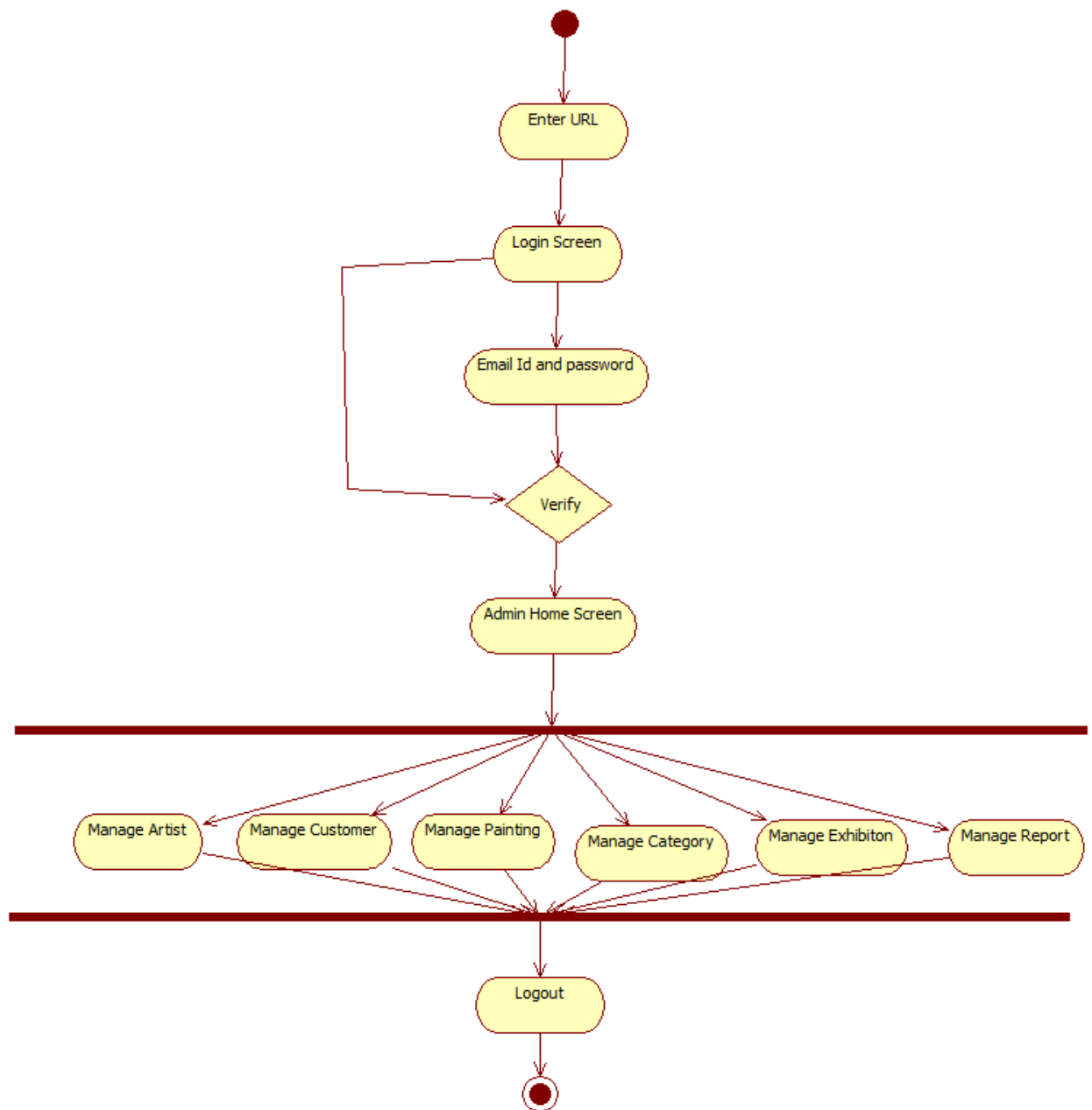


Figure 3.6: Activity Diagram for Artist

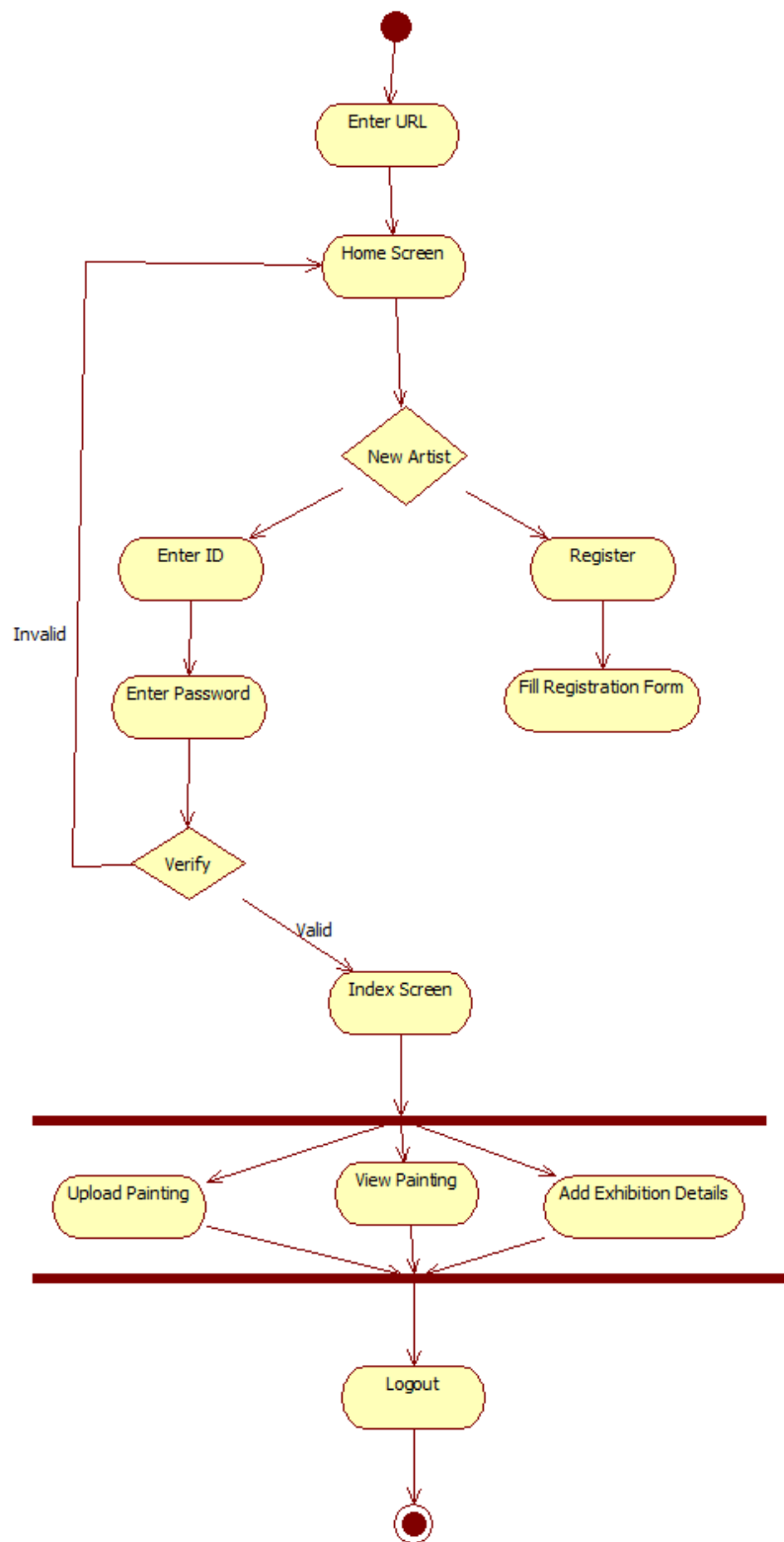


Figure 3.7: Activity Diagram for Admin

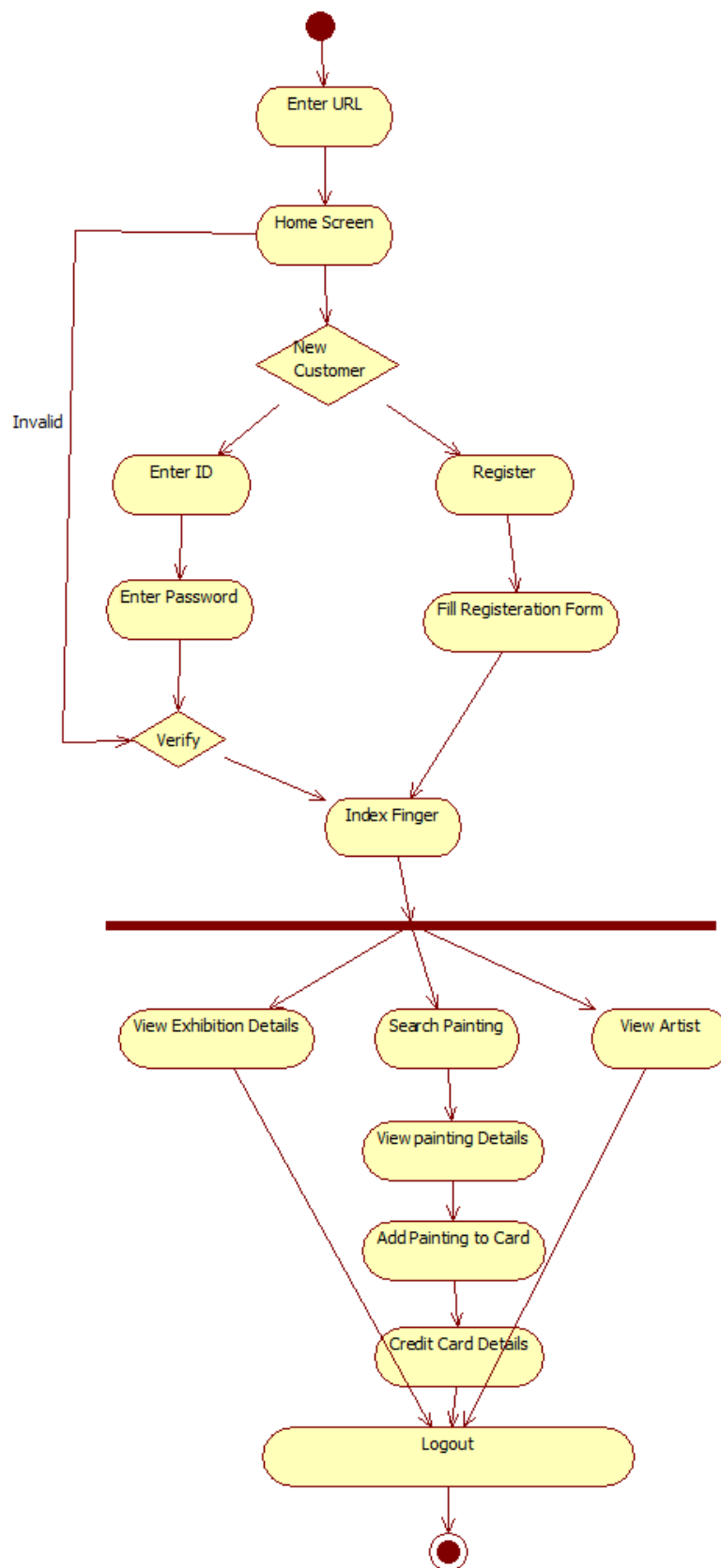


Figure 3.8: Activity Diagram for Customer

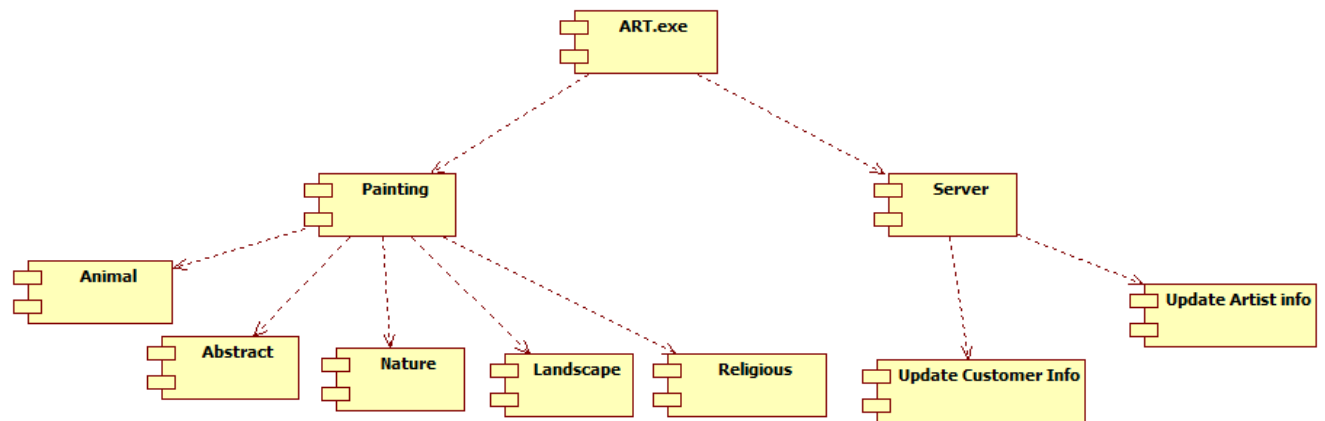


Figure 3.9: Component Diagram

3.1.5 Component Diagrams

The Component diagram is a simple way to represent the System process and their steps of an entire system or a subsystem. The easiest way to visualize an Component diagram is to think of a Component of a code. The Component is used to depict the business logic flow and the events that cause decisions and process in the code to take place. Component diagram represent the business and operational workflows of a system. An Component diagram is a dynamic diagram that shows the Component and the event that cause the object to be in the particular state. So, what is the important of an Component diagram.[5]

The Figure 3.9 shows component diagram includes various components like the main Art Gallery System. The independent components are painting and server etc. and dependent components of paintings are animal, abstract, landscape, nature, religious, desert, update customer info and update artist info etc.

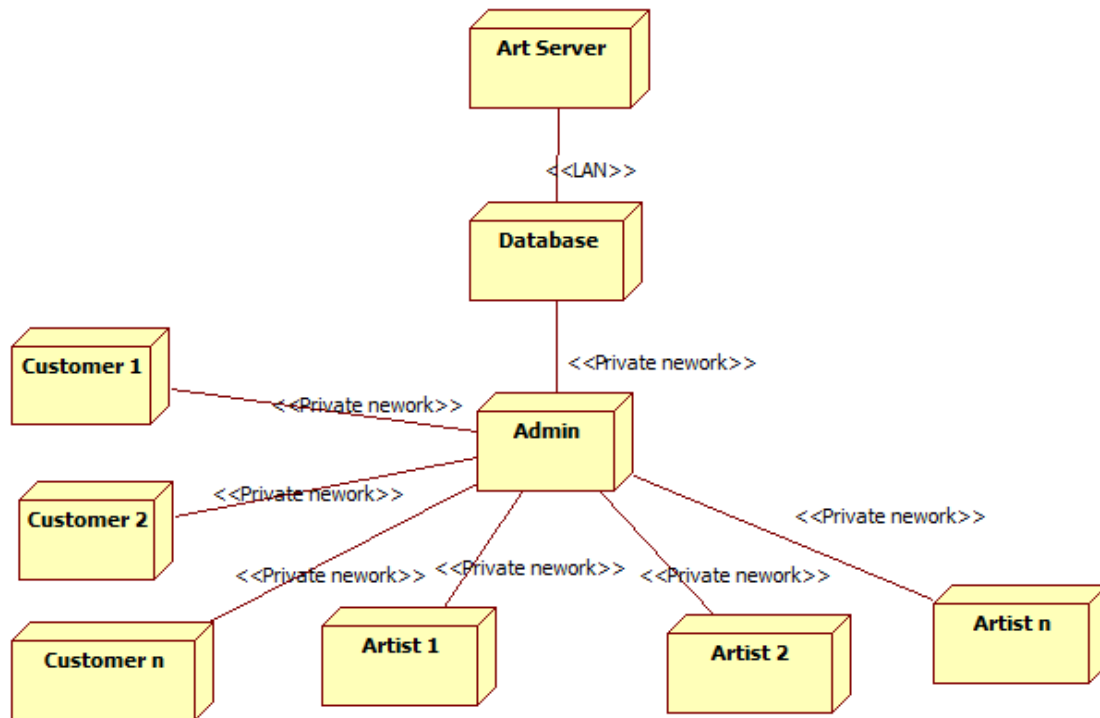


Figure 3.10: Deployment Diagram

3.1.6 Deployment Diagrams

The Deployment diagram is a simple way to represent the workflows and their steps of an entire system or a subsystem. The easiest way to visualize an Deployment diagram is to think of a System of a code. The system is used to depict the business logic flow and the events that cause decisions and nodes in the code to take place. Deployment diagram represent the business and operational process of a system. An Deployment diagram is a dynamic diagram that shows the nodes and the event that cause the object to be in the particular state. So, what is the important of an Deployment diagram, as opposed to a Component diagram? A Component diagram shows the different component is in during the lifecycle of its existence in the system, and transitions in the level of the components. These transition depict the causing these transitions, shows by arrows.[3]

The Figure 3.10 shows deployment diagram represents the configuration of run time processing nodes and the components that live on them. The Figure 4.14 shows the deployment diagram for system. Deployment diagrams includes various nodes such as ART server, database server, PC, Admin server is in private net while application server and customers are in Local Area Network.

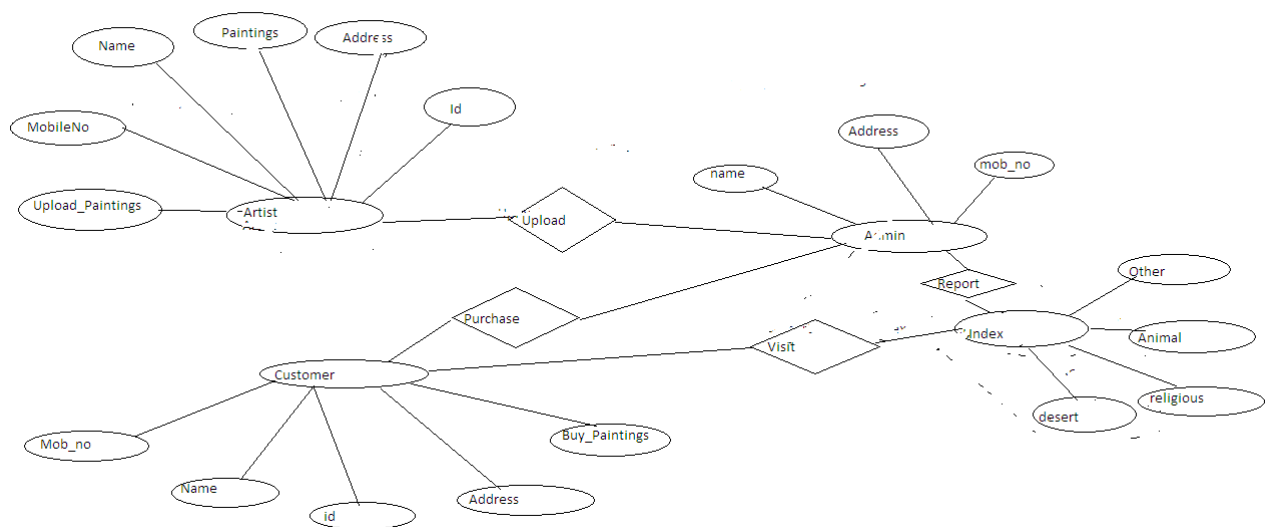


Figure 3.11: E-R Diagram For Art Gallery

3.1.7 E-R Diagram

Fig 3.11 shows E-R diagram. There are various entities like Customer, Artist, Admin, Index. Customer has attributes customer ID, email, address, mobile number, name, buy paintings. Admin has attributes name, address, mobile no. Artist has attributes like name, id, address, paintings, mobile no, upload paintings and index has attribute like animal, religious, desert, nature, other. The entities customer and Admin are connected by the relation purchase. While customer and index has visit relationship in them. Artists and Admin connected by upload relation. Admin and index entities connected by report relation.[7]

3.2 Architecture

3.2.1 Waterfall model

The figure 3.12 shows Waterfall software development model has been in use for a number of decades and it is still commonly used in software development projects today. It is a sequential model where the development process goes through a number of phases in a certain order. While it has been replaced to a large degree by the iterative models of software development, Waterfall still has its place in today's IT world. Basically, it requires that any project goes through the stages of requirements analysis, design, implementation (coding), verification, and maintenance. In comparison to iterative models, the Waterfall model is seen as inflexible and linear though it's preferred by many who feel iterative software development methodologies lack discipline. Although there are variations, in the true Waterfall model, the project only moves from one phase to the next when a phase is completed in its entirety.

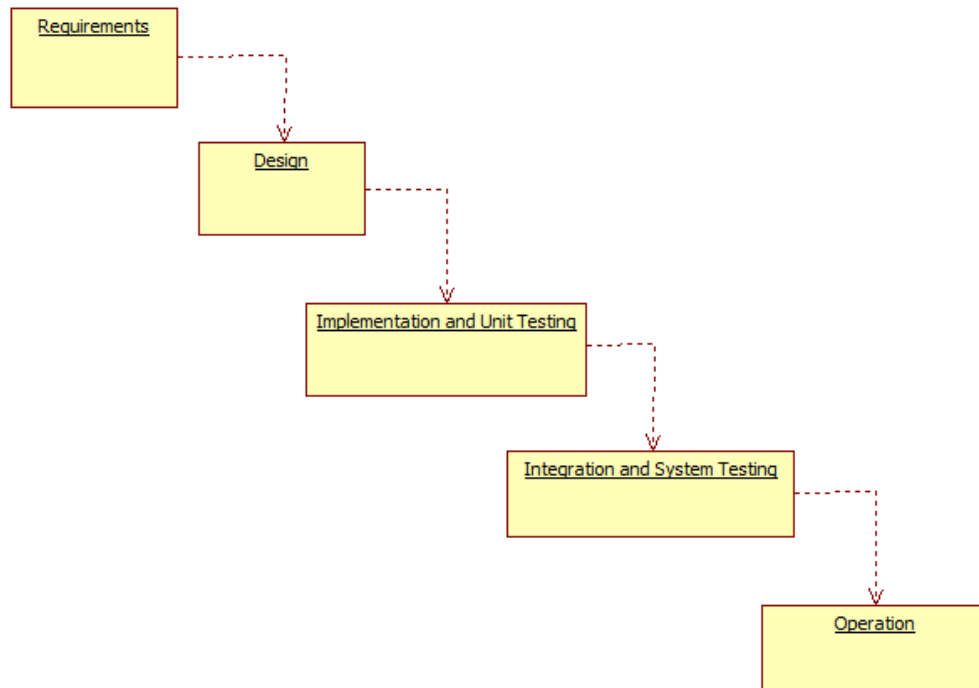


Figure 3.12: Waterfall Model

Therefore, no work will begin on the design phase until requirements analysis is complete. Also, there is no room for backtracking, so when a phase is complete it has to be right. The Waterfall model is often used for very large software development projects and may involve development teams working in different locations. Once implementation, or coding, is complete the various components will be integrated into a working piece of software. The verification phase will involve testing and debugging of the software before it is released.[4]

3.3 Summary

In this chapter, System Design of Art Gallery is provided. In the next chapter, Implementation technologies is presented.

Chapter 4

Implementation

While buying ,lots of things can be taken care off.Make sure to confirm the size of the painting.Normally people buy paintings to decorate their office or home and the size of the painting matters.It might not have a huge space to keep the painting and the big size painting is not matching the small size room.[6]

Need to know the buying art .The store has a great advantage,that users can put their reviews.If want to buy the paintings,please check the reviews around the painting.Normally there could be somebody who may not like the color combination,or somebody might possibly not have got the emotion correctly.These reviews will help to decide the price.Though it will find there is a base price available for each of the paintings,but positive comments signify that the investment will not be a bad one.Store also helps to have an idea about the price of the paintings.[5]

- Project steps

step 1 Write out the format of every input document that provides information to be stored in the database.

step 2 Write out the format of every routine report to be produced using the database.

step 3 Sketch the input and output screens for every routine transaction to be performed against the database.

step 4 Write out an initial list of assumptions for the project.

In this chapter,section 4.1 describes the Implementation related to project.Section 4.2 describes the Software Testing and Section 4.3 describes the Summery of chapter.

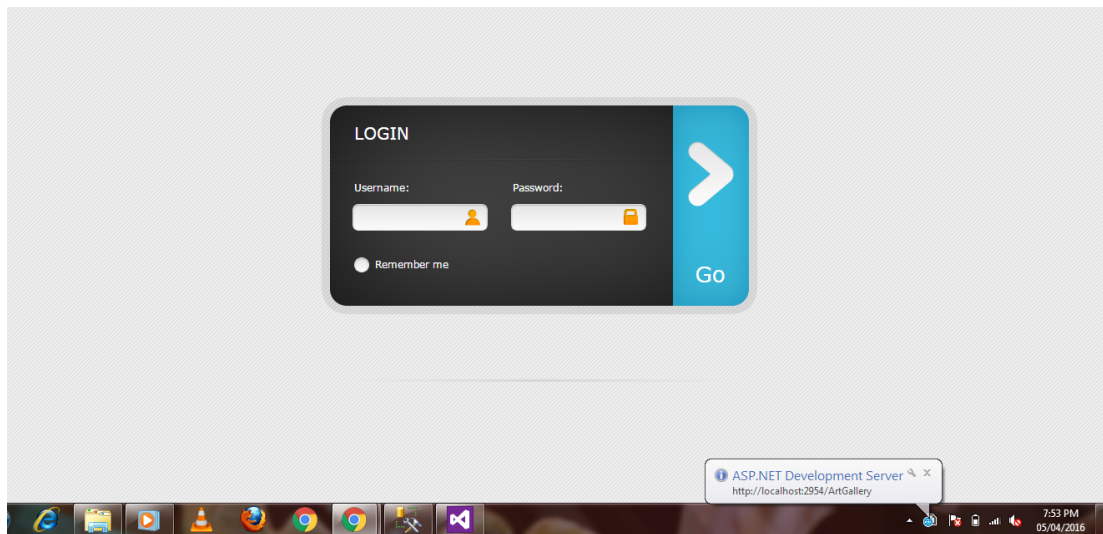


Figure 4.1: Admin login in Art Gallery

Reports

OrderDetails

Artists

Customers


Paintings

Log Out

All Artist List

Artist Name	Email Address	Conact Number	Address
Raj	raj@gmail.com	8546579578	jalgaon
laman	l@gmail.com	9860212121	ajhfguadhiuhida
rmama	r@mail.com	1212121212	kjashhas
tushar	tush@gmail.com	8983862849	mumbai
Raj	rajbari@gmail.com	8546579578	jalgaon
ruchita	ruchita@gmail.com	862465532556	jalgaon
vaibhav	v@gmail.com	254789963	fdgffght
john	john@gmail.com	655236652	bhusawal
geet	geet@gmail.com	345667	goa
payal	payal@gmail.com	5783346	jalgaon
preti	preti@gmail.com	45677	jalgaon

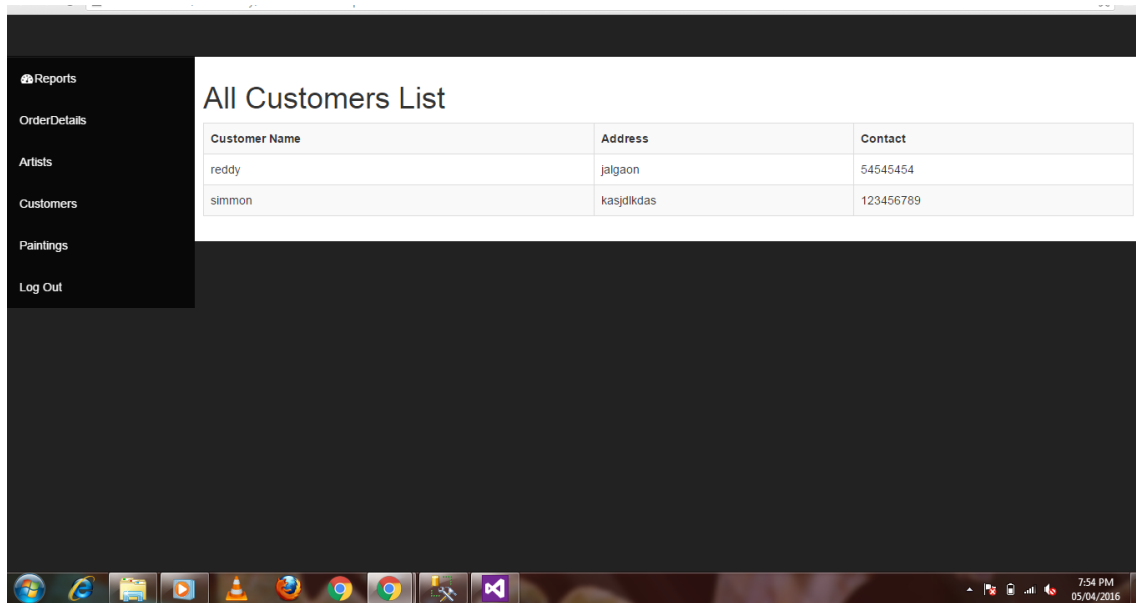
localhost:2954/ArtGallery/CustomerList.aspx



7:53 PM

05/04/2016

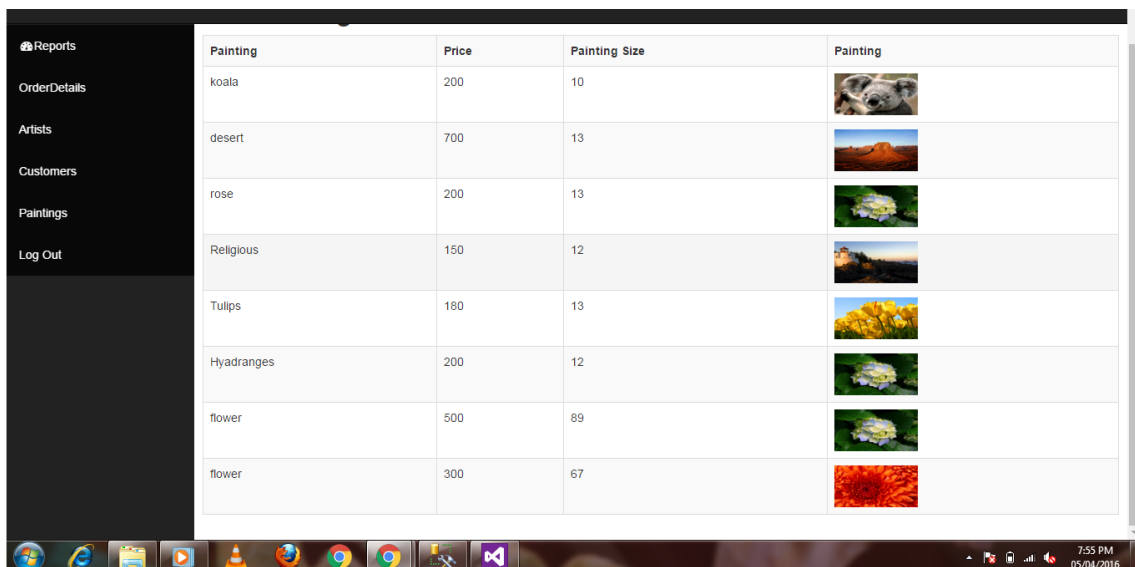
Figure 4.2: Artist Details in Admin Page of Art Gallery



All Customers List

Customer Name	Address	Contact
reddy	jalgaon	54545454
simmon	kasjdikdas	123456789

Figure 4.3: Customer Details in Admin Page of Art Gallery











Painting	Price	Painting Size	Painting
koala	200	10	
desert	700	13	
rose	200	13	
Religious	150	12	
Tulips	180	13	
Hyadranges	200	12	
flower	500	89	
flower	300	67	

Figure 4.4: Paintings Details in Admin Page of Art Gallery

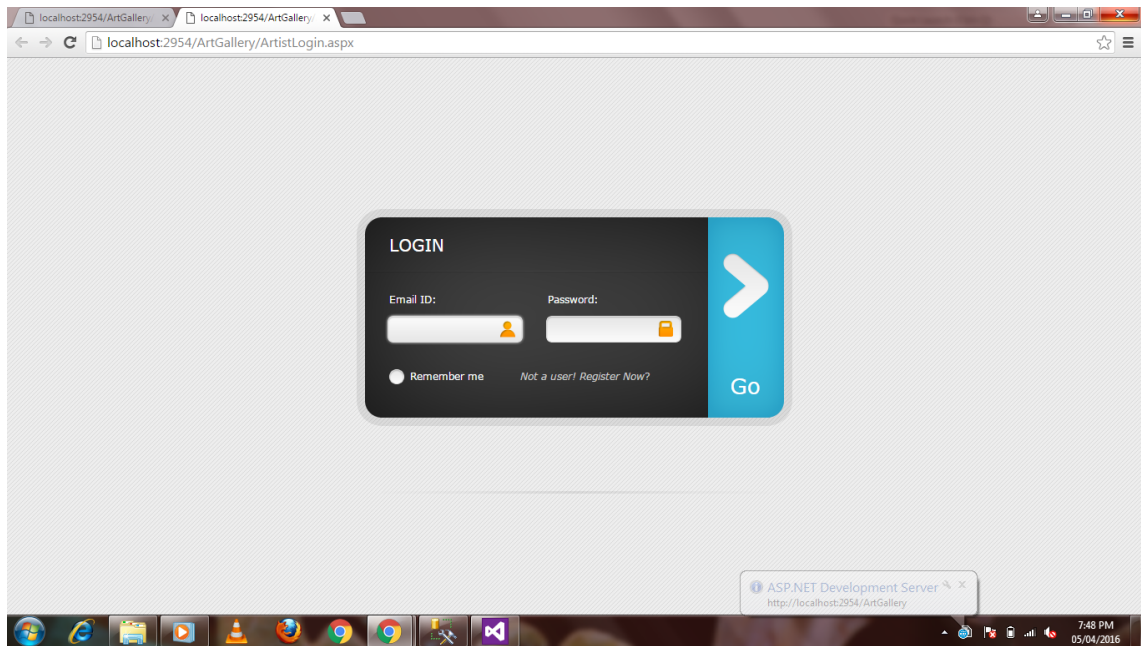


Figure 4.5: Artists login in Art Gallery

A screenshot of a web browser displaying the 'Artist Register' form. The form is titled 'Artist Name' and contains several input fields: 'Artist Name' (filled with 'Sushant Patil'), 'Password' (masked with dots), 'Confirm Password' (masked with dots), 'Email Address' (filled with 'sushant@gmail.com'), 'Date Of Birth' (filled with '4-5-98'), 'Contact Number' (filled with '9890526389'), and 'Address' (filled with 'jalgaon'). There are radio buttons for 'Gender' with 'Male' selected. At the bottom of the form are 'Save' and 'Reset' buttons. The browser's taskbar at the bottom shows various application icons and a system tray with the date '05/04/2016' and time '7:49 PM'.

Figure 4.6: Register Artists in Art Gallery

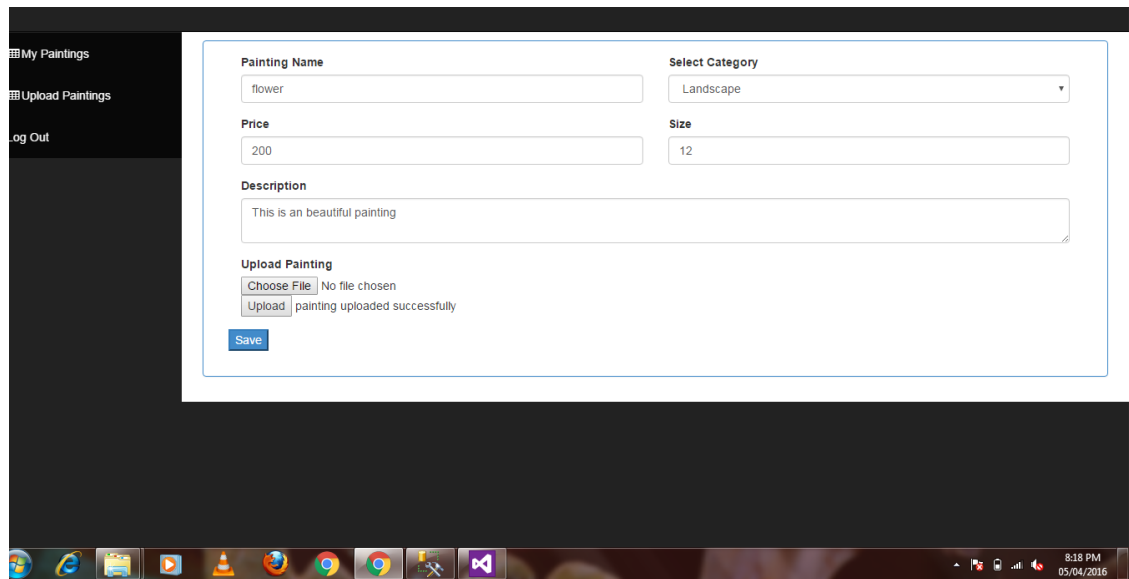


Figure 4.7: Painting Upload by Artists in Art Gallery

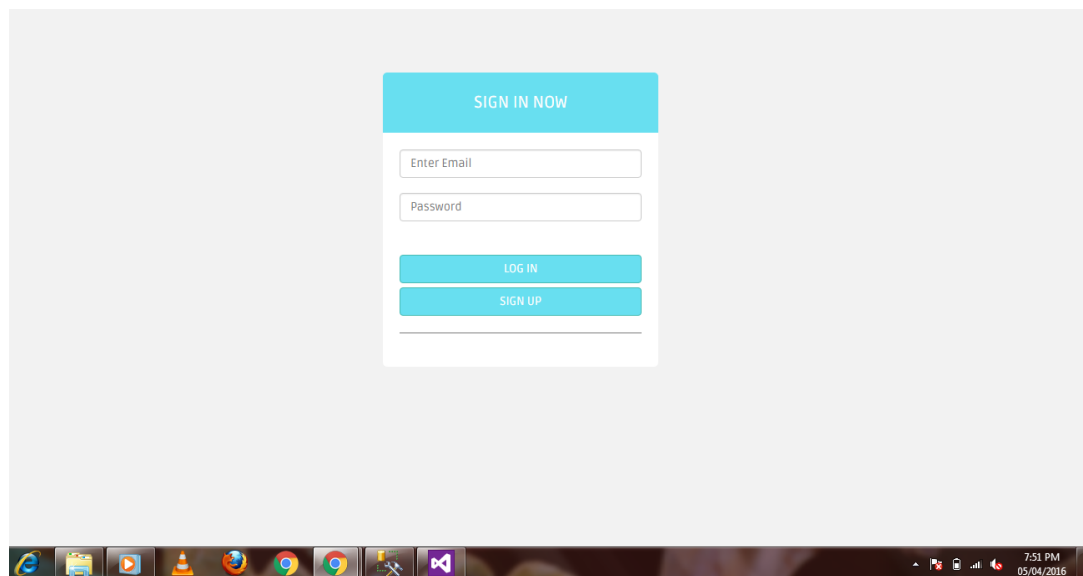


Figure 4.8: Customer login in Art Gallery

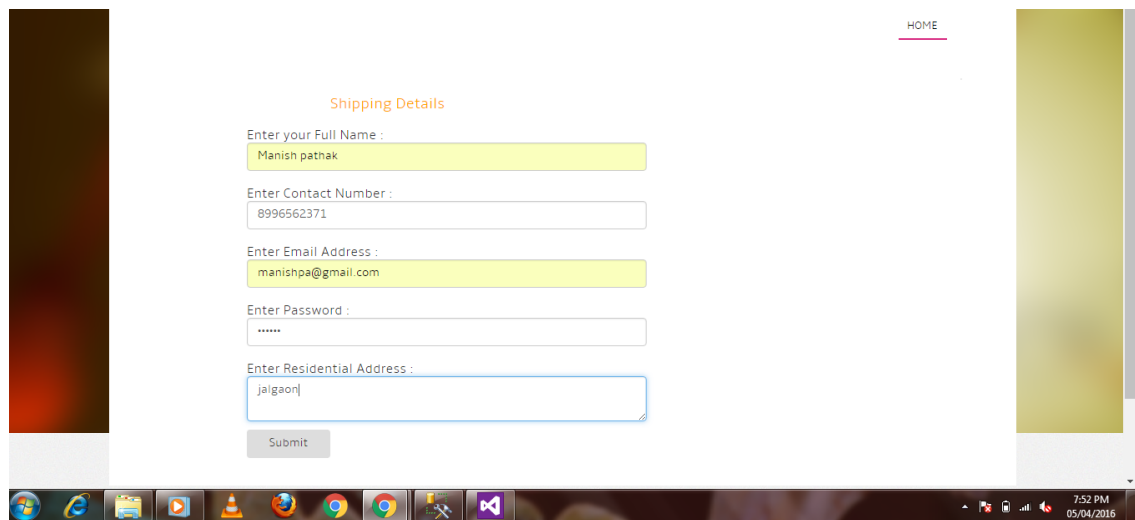


Figure 4.9: Details Of Customer in Art Gallery

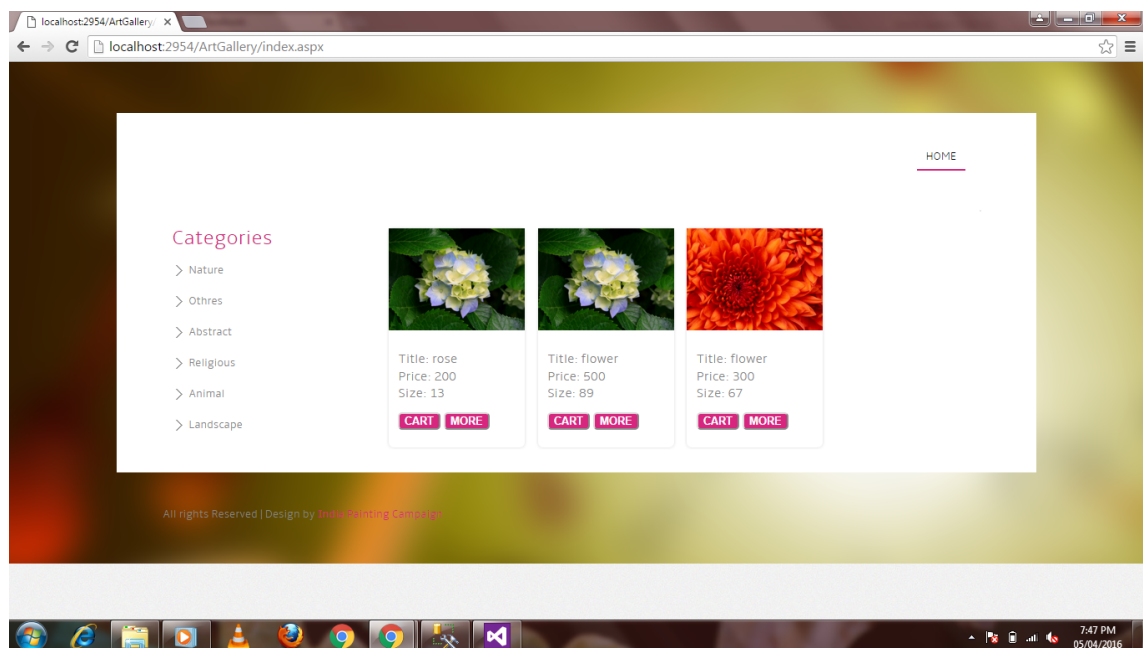


Figure 4.10: Index Page Of Art Gallery

4.1 Software Testing

Software Testing is a process of verifying and validating whether the program is performing correctly with no bugs. It is the process of analyzing or operating software for the purpose of finding bugs. It also helps to identify the defects or errors that may appear in the application code, which needs to be fixed. Testing not only means fixing the bug in the code, but also to check whether the program is behaving according to the given specifications and testing strategies. There are various types of software testing strategies such as white box testing strategy, black box testing strategy, grey box software testing strategy, etc.

4.1.1 Need of Software Testing Types

Types of Software Testing, depends upon different types of defects. For example:

- Functional testing is done to detect functional defects in a system.
- Performance Testing is performed to detect defects when the system does not perform according to the specifications
- Usability testing to detect usability defects in the system.
- Security Testing is done to detect bugs/defects in the security of the system.

4.1.2 Types of Software Testing

Various software testing methodologies guide through the consecutive software testing types. Those who are new to this subject, here is some information on software testing - how to go about for beginners. To determine the true functionality of the application being tested, test cases are designed to help the developers. Test cases provide with the guidelines for going through the process of testing the software. Software testing includes two basic types of software testing, viz. Manual Scripted Testing and Automated Testing.

■ *Manual Scripted Testing*

This is considered to be one of the oldest types of software testing methods, in which test cases are designed and reviewed by the team, before executing it.

■ *Automated Testing*

This software testing type applies automation in the testing, which can be applied to various parts of a software process such as test case management, executing test cases, defect management, reporting of the bugs or defects. The bug life cycle helps the tester in deciding how

to log a bug and also guides the developer to decide on the priority of the bug depending upon the severity of logging it. Software bug testing or software testing to log a bug, explains the contents of a bug that is to be fixed. This can be done with the help of various bug tracking tools such as Bugzilla and defect tracking management tools like the Test Director.

■ *What is a White Box Testing Strategy?*

White box testing strategy deals with the internal logic and structure of the code. White box testing is also called as glass, structural, open box or clear box testing. The tests written based on the white box testing strategy incorporate coverage of the code written, branches, paths, statements and internal logic of the code etc. In order to implement white box testing, the tester has to deal with the code and hence is needed to possess knowledge of coding and logic i.e. internal working of the code. White box test also needs the tester to look into the code and find out which unit/statement/chunk of the code is malfunctioning.

■ *What is a Black Box Testing Strategy?*

Black Box Testing is not a type of testing; it instead is a testing strategy, which does not need any knowledge of internal design or code etc. As the name "black box" suggests, no knowledge of internal logic or code structure is required. The types of testing under this strategy are totally based/focused on the testing for requirements and functionality of the work product or software application. Black box testing is sometimes also called as "Opaque Testing", "Functional/Behavioral Testing" and "Closed Box Testing". The base of the Black box testing strategy lies in the selection of appropriate data as per functionality and testing it against the functional specifications in order to check for normal and abnormal behavior of the system. In order to implement Black Box Testing Strategy, the tester is needed to be thorough with the requirement specifications of the system and as a user, should know, how the system should behave in response to the particular action.[4]

4.2 Summary

In this chapter it is about the implementation of the project and also about the software testing and the types of the testing and the next chapter is about the future scope and the conclusion.

Chapter 5

Conclusion and Future Scope

5.1 Conclusion

To buy paintings people prefer the services of reliable and trusted web galleries that sell authentic art. A lot of such websites are floating around from where it can purchase paintings of all genres, made by famous artists. It is more convenient and practical way of spending money on art relics.[3]

5.2 Future Work

- The system can be enhanced in future if required.
- Few more terms can be also be Added for example artist can get SMS/E-Mail after painting has sold. And also Customer get SMS/E-Mail if there upload new painting on the web site of their favorite artist.
- In future the advertiser can upload image as well as upload any animation of video file
- The web site can also enhanced to achieve online payment for the transaction
- In Future as per the customer requirement artist can make painting. In future there will be bedding on the painting so highest money payer get the painting.

5.3 Summary

In this last chapter we focused on the future scope of the art gallery project and about the conclusion of the project.

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