Web Interface Documentation

Museum and art information in the eDocent Android application is provided by the museums themselves. Museums that want to provide eDocent to their visitors contact the eDocent team to register and get set up with a username and password. After registering, museums have access to the eDocent Django-powered administrative interface. Within this web interface, museum administrators can easily add information about their location, hours, exhibitions, collections, and tours. Works of art are easily added and associated with museums, as well. Museum administrators provide the art's artist, title, time period, geographic origin, and description. They have the option of including audio files and images with the art as well. Museum patrons have access to this valuable information via the eDocent Android application.

Database models, save functions, and the administrative interface are created and maintained using Django.

All museum, art, artist, tour, and exhibition form information is saved in a PostGRESql database hosted on the Heroku webserver.

Adding a Museum

The museum administrator clicks "Add musuem" and is taken to a form with the following fields:

- name: text entered by user
- street address: text entered by user
- city: text entered by user
- state: drop down menu of choices
- zipCode: text entered by user
- open hours for each day: text entered by user
- events: text entered by user
- image: file attached by user (with upload button)
- website: url entered by user
- description: text entered by user
- latitude and longitude: hidden from user, automatically calculated when user hits save button. The user-provided address is passed to function that calculated latitude and longitude using the GoogleMaps API when the save model function is called.
- parking: text entered by user
- ticket prices: text entered by user
- visitor info: text entered by user
- membership: text entered by user
- owner: hidden from user, automatically saved as the museum administrative user who is saving the object.

Adding Art

The museum administrator clicks "Add art" and is taken to a form with the following fields:

- title: text entered by user
- artist: foreign key to artist, user can only see artists associated with user's museum
- creation date: text entered by user
- image: file attached by user (with upload button)
- audio: file attached by user (with upload button)
- description: text entered by user
- museum: foreign key to the museum owned by the museum admin saving the object
- qr_code: user cannot edit, qr_code image is generated in post_save method
- collection: foreign key to collection
- owner: hidden from user, automatically saved as the museum administrative user who is saving the object.

Adding an Artist

The museum administrator clicks "Add artist" and is taken to a form with the following fields:

- name: text entered by user
- nationality: text entered by user
- biography: text entered by user
- date of birth: text entered by user
- date of death (if applicable): text entered by user
- image: file uploaded by user (with upload button)
- owner: hidden from user, automatically saved as the museum administrative user who is saving the object.

Adding a Collection

The museum administrator clicks "Add collection" and is taken to a form with the following fields:

- title: text entered by user
- description: text entered by user
- museum: foreign key to the museum owned by the museum admin saving the object
- owner: hidden from user, automatically saved as the museum administrative user who is saving the object.

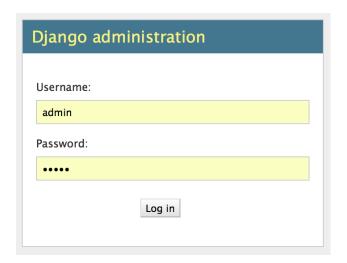
Adding an Exhibition

The museum administrator clicks "Add exhibition" and is taken to a form with the following fields:

- title: text entered by user
- startDate: user selects date from menu options
- endDate: user selects date from menu options
- art objects: user selects multiple Art objects from drop down menu
- description: text entered by user
- museum: foreign key to the museum owned by the museum admin saving the object

 owner: hidden from user, automatically saved as the museum administrative user who is saving the object.

Registering as a museum and logging in to the web interface (did not have time to implement)



The main page of the eDocent web interface is a login page. Registered museums enter their username and password to sign in. For new users, next to the sign in button is text reading, "Need to register your museum? Click here!", with a link sending the user to a registration page.—The registration form requests first and last name, musuem name, location, email address, and phone number. Once the new user clicks the submit button on the registration page, the form is sent to the eDocent team for authentication. The authentication process takes three to five business days to ensure all eDocent administrators are legitimate. Once the authentication process is complete, the museum administrator is emailed a username and temporary password. He or she can then return to the main eDocent web page and sign in. The new user should immediately change his or her password to something secure and memorable. The registration form is in the url "accounts/register" and has the following fields: username, email, password, museum name, street address, city, state, zipcode, opening hours, events, description, membership, ticket price, parking, website, visitor info, image.

Create an new Museum account
Username:
E-mail:
Password:
Password (again):
Museum name:
Street Address:
City:
State:
ZipCode:
Opening Hours Monday:
Opening Hours Tuesday:
Opening Hours Wednesday:
Opening Hours Thursday:
Opening Hours Friday:
Opening Hours Saturday:
Opening Hours Sunday:
events:
Description:
membership:
ticket_prices:
parking:
Website:
visitor_info:
image: Choose File no file selected
Create the account

The user (museum owner) has to fill all the fields, then click on the "create the account" button. The system checks whether the input entries are valid or not (such as the email and website). After that, the user will receive an activation email; he/she needs to click on the sent link, so his account is activated and a new entry in the database - the museum table is created (filled with the information he/she entered).

Registration Completed please check your email to continue activation process

Subject: Account activation on 127.0.0.1:8000

From: webmaster@localhost

To: aa@aa.com

Date: Mon, 01 Dec 2014 10:31:39 -0000

Message-ID: <20141201103139.5396.89200@Sukaynehs-MacBook-Pro.local>

You (or someone pretending to be you) have asked to register an account at . If this wasn't you, please ignore this email and your address will be removed from our records.

To activate this account, please click the following link within the next 7 days:

http://127.0.0.1:8000/accounts/activate/d46a64f35a022ef880414923e2fff3a21b36b76f

Sincerely, Management

Account Activated

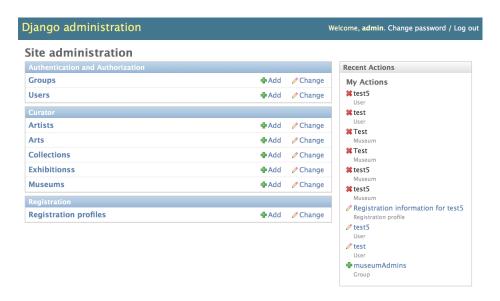
Your account is now activated.

However, the status of the new museum is not active; the museum information cannot be displayed in the android app (frontend) until the museum is activated manually by the eDocent team (to assure the validity of the museum owner). The admin can log in, go to the list of museums, and change the state to active (or inactive) by choosing from drop-down list then clicking on the "Go" button



Now it's time to explore the administrative interface!

Interacting with the web interface and museum administrator permissions



After logging in to the web interface, the museum administrator will have several options: change password, view museums, add museum, view art, add art, view artist, and add artist. Only museums, art, and artists created by the logged-in museum administrator will be visible and editable. The eDocent team has special access to all objects and user information as an administrative super user.

Resetting the Password for the Users (Museum Owners)

It is reasonable to add the resetting password feature; people forget! If so, the url "accounts/ password/reset" will map the user to a reset password page. The user needs to enter his/her email address, and expect an email to reset the password.

Reset password

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LOIS	ot your	pubb woru.	Linci	our ciliu	1 111 (11		ociow uni	a we ii beli	a you mbaa		tor creating	, a new one.

Email:

Password reset

We have sent you an email with a link to reset your password. Please check your email and click the link to continue.

Subject: Password reset on 127.0.0.1:8000

From: webmaster@localhost

To: aa@aa.com

Date: Mon, 01 Dec 2014 10:35:51 -0000

Message-ID: <20141201103551.5396.10204@Sukaynehs-MacBook-Pro.local>

Greetings aa,

You are receiving this email because you (or someone pretending to be you) requested that your password be reset on the 127.0.0.1:8000 site. If you do not

wish to reset your password, please ignore this message.

To reset your password, please click the following link, or copy and paste it into your web browser:

http://127.0.0.1:8000/accounts/password/reset/confirm/Nw/3x6-425c7a4198b204d616fb/

Your username, in case you've forgotten: aa

The email contains a link to a page that asks the user to enter a new password, then to click the reset button. The new password can be used now to access the account.

Confirm password reset
Enter your new password below to reset your password:
New password:
New password confirmation:
Set password

Password reset complete

Your password has been reset!