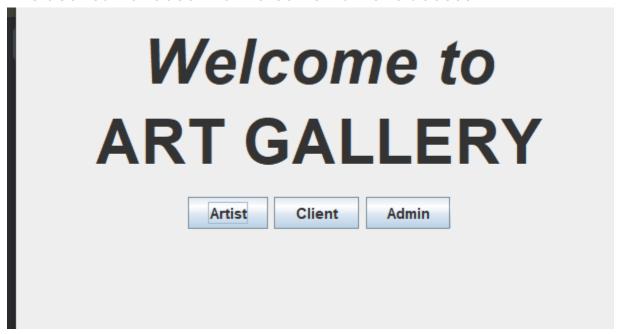
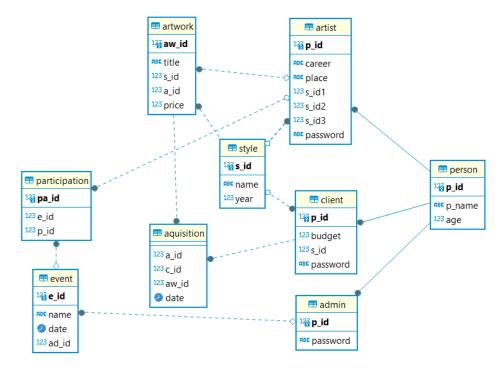
### Art gallery app

## 1.Introduction:

The user can choose wich roles he wants to access:



The main package is used to declare the controller for this starter UI.



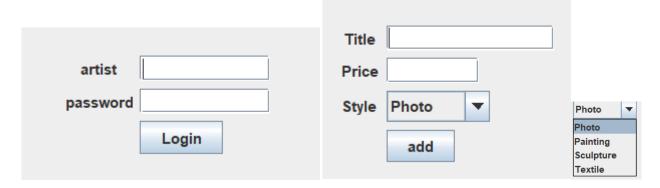
#### 2: The artist role:

For this role the following resources are created:

ArtistLogin (-View/-Controller/-Repository)

The username must be unique and in case of non-conformations with the database, an error msg appears to reintroduce data)

Artist(-View/-Controller/-Repository)



After login the artist is able to add to the DB a recently created artwork and select which category available it belongs(from the allowed types in the database)

## 3. The Client Role:

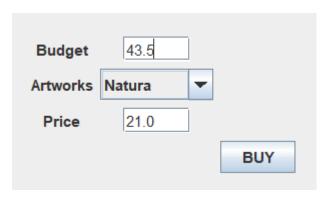
For this role the following resources are created:

ClientLogin (-View/-Controller/-Repository)

This part is identical with artist and admin.

## Client(-View/-Controller/-Repository)

In the loading part, a list with all the available artworks to purchase will be placed in the combo box. The price of the selected item will appear alongside it. Buy pressing buy, if the user has enough funds, the transaction will take place.



#### 4.Admin Role

For this role the following resources are created:

AdminLogin (-View/-Controller/-Repository)

This part is identical with artist and admin.

### Admin(-View/-Controller/-Repository)



The admin can see all the events happening in the gallery, also all the invited artists to show their work.

When selecting an event the list of invited artists gets printed in multiple text boxes and it also refreshes the page.

# 5. Future improvements:

- -Better UI design and UEX
- -possibility for clients to see the art they are buying
- -a collection page for clients to look at their acquisitions
- -possibility for the admin to add events modify existing ones and invite artists.