

OUR PROJECT:

ARTECH SYSTEMS



GALLERY ADMINISTRATION AND BOOKING SYSTEM



MEET OUR TEAM





TEAM MEMBER (L TO	R	STUDENT NUMBER
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Dean Botha
Trishla Pathak
Reagile Matloga
Gamuchirai Dambanjera
Reinhardt Smit

UDENT NUMBER

u18002197 u18198644 u18201696 u17272522

u18131451

EMAIL

u18002197@tuks.co.za u18198644@tuks.co.za u18201696@tuks.co.za u17272522@tuks.co.za u18131451@tuks.co.za

CONTACT NUMBER



TRAINING MANUAL



This Document is our training manual (Deliverable 09) which provides a step-by-step guided walkthrough of our system and its applications. This document gives context ad detail concerning specific processes respectively with test data and images to demonstrate the system functionalities.





Contents

1.	Intr	troduction	3
2.	Skil	ill Required	3
:	2.1	Introduction	3
:	2.2	Required Skills	3
	2.2	2.1 Basic Computer Literacy Skills:	3
	2.2	2.2 Basic Knowledge of Desktop Application Capabilities:	3
	2.3 Ho	low to Acquire these Skills	4
:	2.4 Cc	Conclusion	4
3.	Adr	dministrative Website Functionality	4
;	3.1 In	ntroduction	4
;	3.2 Fu	unctionality	4
	3.3	3.1 Admin Log In	4
		3.2 Logout	
	3.3	3.3 Post Announcement	7
	3.3	3.4 Exhibitions	9
	3.3	3.5 Applications	19
	3.3	3.6 Applications	23
	3.3	3.7 Tags	28
	3.3	3.8 Art Classes	30
	3.3	3.9 Art Classes	41
	3.3	3.10 Refunds	51
	3.3	3.11 Schedule	55
	3.3	3.12 Artwork	58
		3.13 Artists	
	3.3	3.14 Surface Type	76
	3.3	3.15 Medium Type	80
		3.16 Reports	
		4 Conclusion	
4.		ser Application Website Functionality	
	4.1	Introduction	





	4.2	Functionality	98
	4.2.	1 Artist/User Log in	98
	4.2.	2 Registration	100
	4.2.	3 Art Classes	102
	4.2.	4 Book Class	103
	4.2.	5 Artwork Showroom	109
	4.2.	6 Announcements	110
	4.2.	7 Contact Us	111
	4.2.	8 Exhibitions	112
	4.2.	9 Profile Icon	120
	4.3 Co	nclusion	123
5.	Glos	ssary	123
	5.1 Int	roduction	123
	5.2 Glo	ossary	123
	5.3 Co	nclusion	124
_	Can	aluaia a	124





1. Introduction

This document is the training manual that provides a logical walkthrough of the system and its functionality of both the user and the admin side on the website, as well as the desktop application. The functionality of the system is illustrated by exercises that requires the user to add test data to the system. A list of skills required to use the system, as well as how to acquire these skills, is also included.

2. Skill Required

2.1 Introduction

In this section we will elaborate on the controls used to navigate the administrative side as well as the user side of the website.

2.2 Required Skills

2.2.1 Basic Computer Literacy Skills:

2.2.1.1 Hardware Understanding

The user must understand how hardware of the system is used, such as:

- Using a keyboard to enter data
- Using a mouse for on-screen navigation
- Connecting the computer to the internet.

2.2.1.2 Basic Computer Usage

The user must be able to:

- Locate and view emails
- Recognise universal symbols used throughout the system, i.e. understanding that a human icon button will take them to their profile
- Navigate and understand browsers
- Understand basic interface components such as textboxes, buttons, date/time pickers, etc.

2.2.1.3 Software Usage

The user must be familiar with the purpose of various software applications. The system requires knowledge of the following software packages:

Any PDF reader/viewer for viewing reports.

2.2.2 Basic Knowledge of Desktop Application Capabilities:

The user must have basic knowledge of desktop application functionality in addition to basic computer literacy. This includes:

- Understanding how to download a desktop application
- Understanding the device's hardware, i.e., using the camera to transfer photos or take photos.
- Understand navigation on various devices, such as using the touch screen for navigation.
- Understand components of the device, such as textboxes, dropdown lists, etc.





2.3 How to Acquire these Skills

If the user does not have the skills that are mentioned above, there are numerous computer literacy courses that can provide comprehensive training on computers and how to handle software's. In addition, our system will provide basic training and assistance regarding system usage, as well as a detailed user manual.

2.4 Conclusion

This section provided the various skills necessary for a user to navigate and use the system on both platforms.

3. Administrative Website Functionality

3.1 Introduction

The Administrative Website Functionality explains the functionality of the administrative website and includes a logical walkthrough of how it will work by illustrating where input is required and providing test data in order to demonstrate the process to the user. The system functionality will be explained according to the sequence of the functions as in the navigation bar, instead of according to subsystems

3.2 Functionality

All the screens of the user / artist functionalities are displayed in this section.

3.3.1 Admin Log In

3.3.1.1 Admin Log in Screen

Objectives:

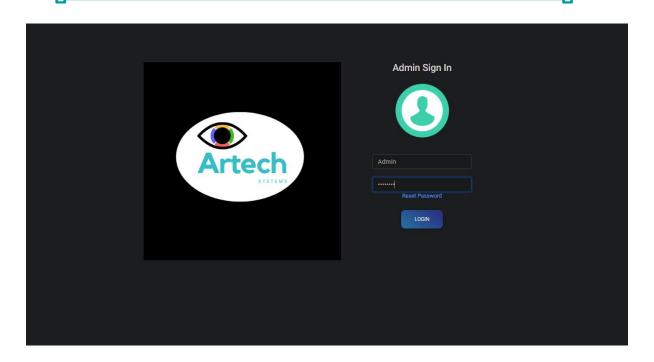
- 1. Ability to navigate to the "Login" page successfully
- 2. Once in the "Login" page, successfully input the correct User information
- 3. Successfully Login using the test data provided

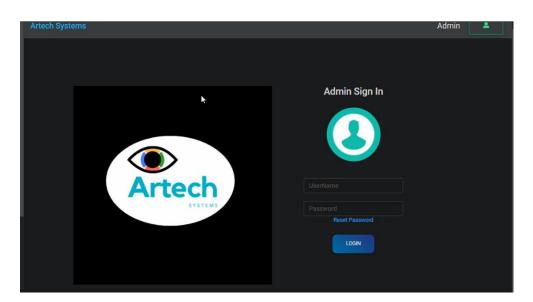
Test Data required to complete this exercise:

Element Description	Test Data to be inserted
Email Address	Username
Password	Admin160*





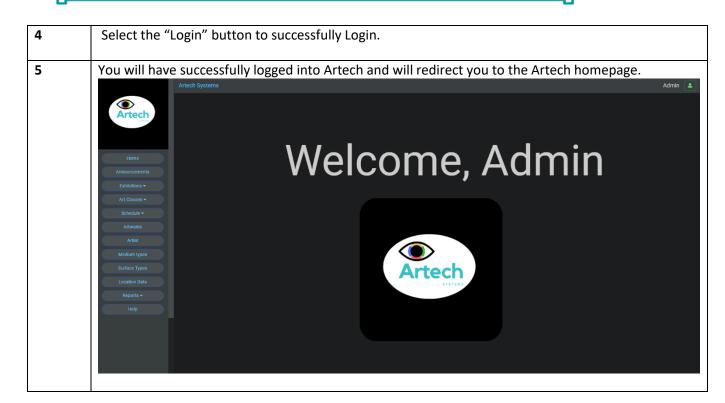




Number	Control Name
1	Open the website in your browser by using the following link:
2	Artech Login page will then appear. The Login page requests a valid email address and password to be entered.
3	3 On the Login page in the provided spaces, enter the provided email address and password from above.







3.3.2 Logout

Objectives:

- 1. Open the navigation menu
- 2. Logout

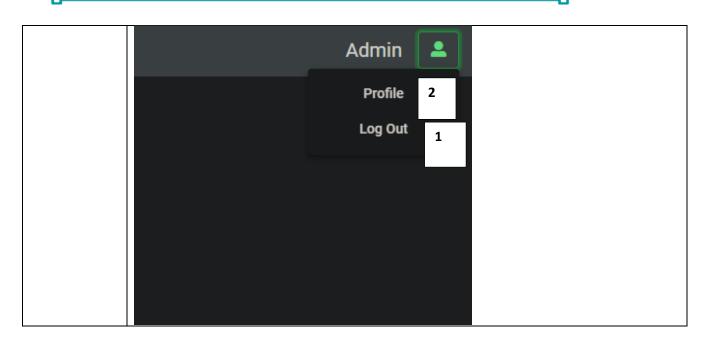
Test Data required to complete this exercise

No test data required to logout

Number	Control Name
1	Select the icon , then Logout on the top using the following link:







3.3.3 Post Announcement

Objectives:

- 1. Ability to navigate to the Announcements tab on navigation bar successfully.
- 2.Post a new announcement successfully.

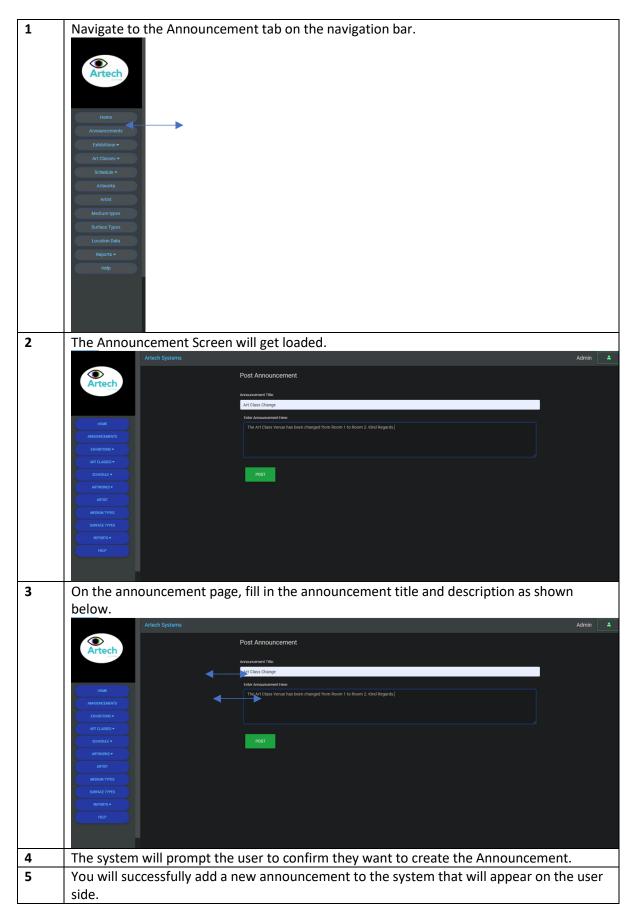
Test Data to complete this exercise:

Element Description	Test Data to be inserted
Announcement Title	Change of venue for fruity exhibition date
	exhibition date
Announcement description	The fruity exhibition venue has
	changed from room 3 to room
	8.

Step
Jtcp
C

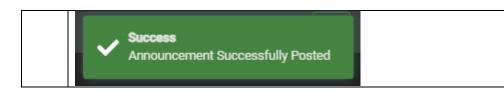












3.3.4 Exhibitions

When the Admin selects the Exhibitions tag on the navigation bar, it will open the exhibitions screen.

3.3.4.1 Create New Exhibition

Objectives:

- 1. Ability to navigate to the Create Exhibitions dropdown successfully.
- 2. Create new exhibitions successfully.

Test Data required to complete this exercise:

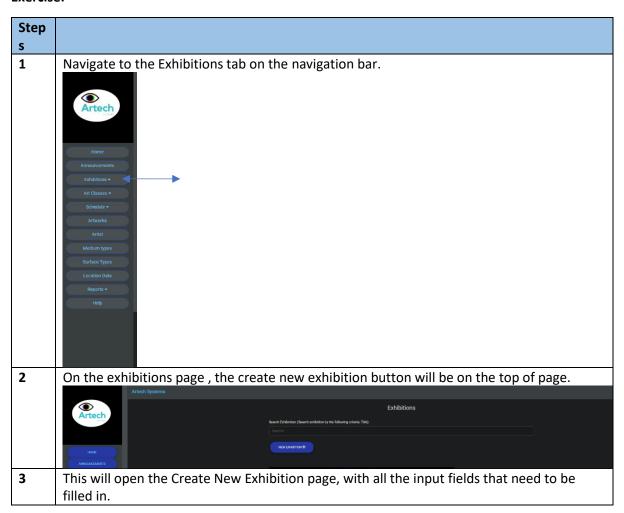
Element Description	Test Data to be inserted
Exhibition Title	Autumn sadness
Exhibition Description	The beginning of autumn seems like the
	dullness and sadness of people's lives.
Exhibition Type	Retrospective
Start Date Time	2021/10/16 10:11
End Date	2021/10/25 16:00
Venue	Room 4
Organization	Johan Van Heerden Art Gallery
Add picture, Choose File	ATTENDA TRADE





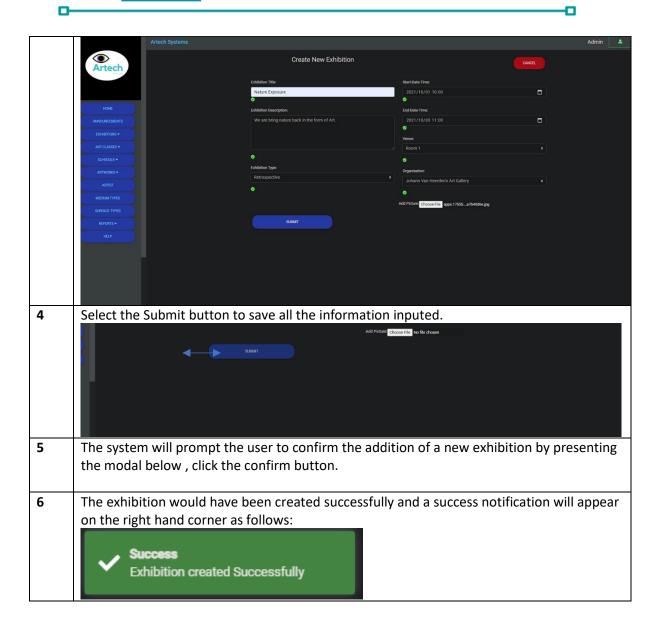
The **create new exhibition** button on the exhibitions page will be displayed as follows:











3.3.4.2 Search Exhibition

Objectives:

- 1. Ability to navigate to the Exhibitions tab successfully
- 2. Search specific exhibition successfully.

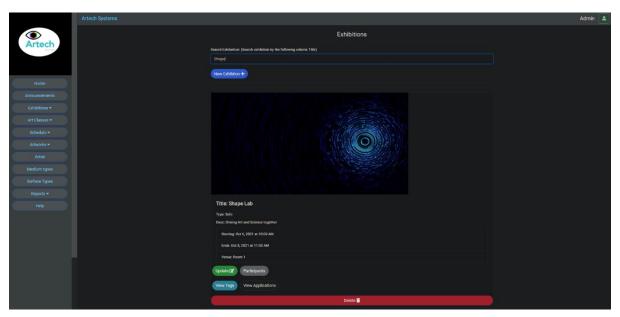


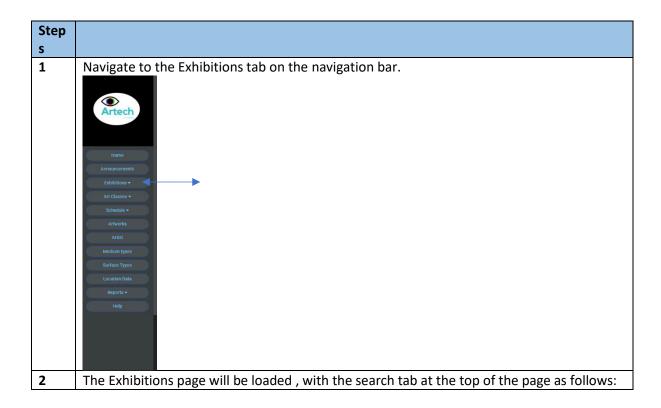


Test Data required to complete this exercise:

No test data is required, enter whatever keyword you desire to search.

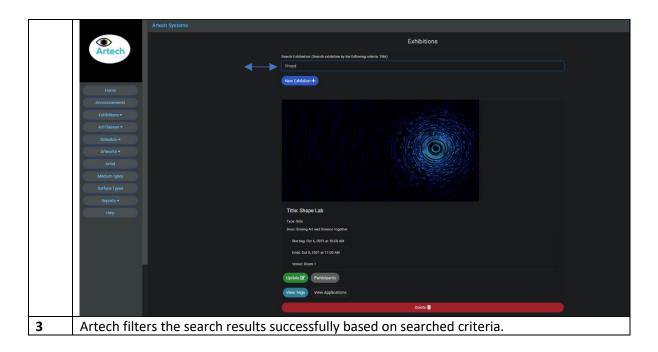
The Exhibitions page will be the first page that is displayed as shown below:







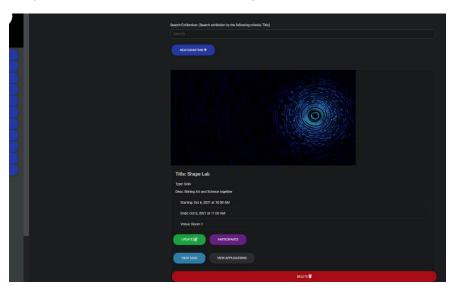




3.3.4.3 Update an exhibition

Objectives:

- 1. Ability to navigate to the "Exhibitions" dropdown successfully
- 2. Update selected Exhibition successfully



Test Data required to complete this exercise:

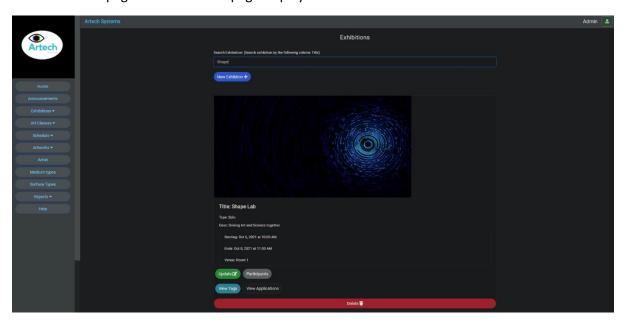
Element Description	Test Data to be inserted
Exhibition Title	Autumn sadness
Exhibition Description	The beginning of autumn
	seems like the dullness and
	sadness of people's lives.





Exhibition Type	Retrospective
Start Date Time	2021/10/16 10:11
End Date	2021/10/25 16:00
Venue	Room 4
Organization	Johan Van Heerden Art Gallery

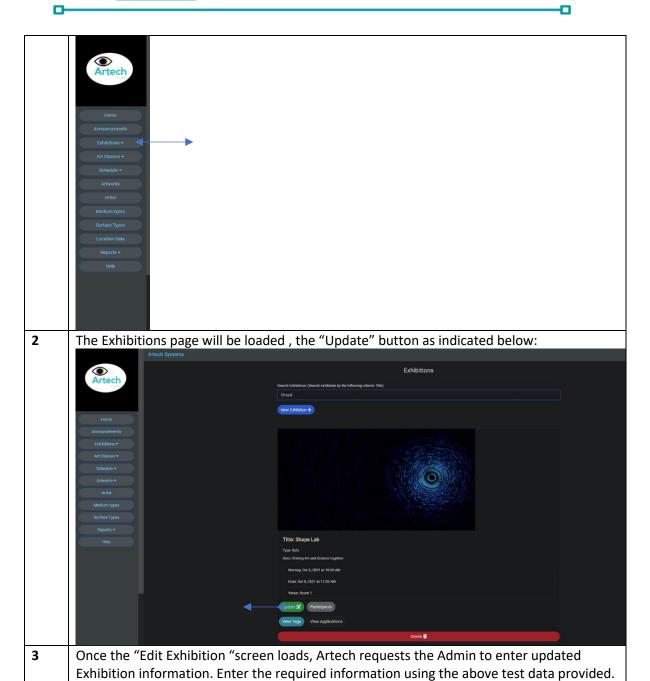
The Exhibitions page will be the first page displayed as shown below:



Step	
S	
1	Navigate to the Exhibitions tab on the navigation bar.

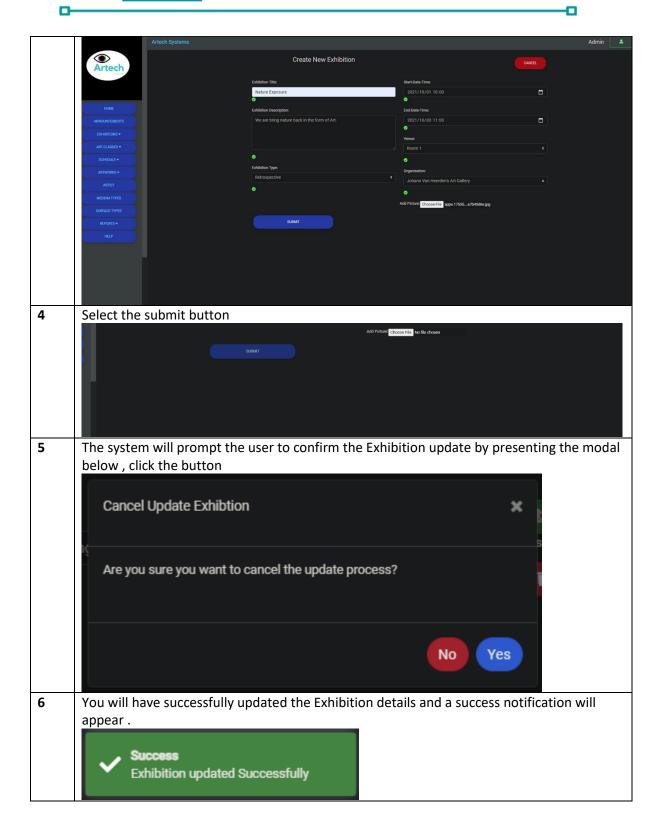
















3.3.4.4 Delete Exhibition

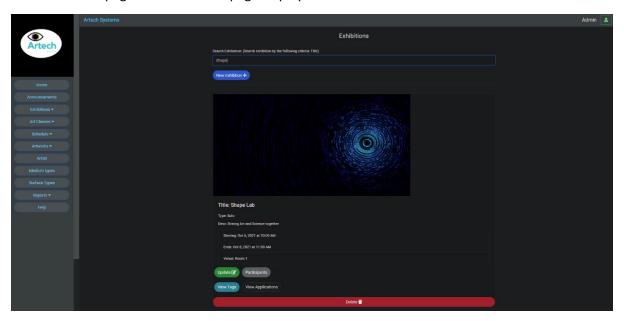
Objectives:

- 1. Ability to navigate to the "Exhibitions" dropdown successfully
- 2. Delete selected Exhibition successfully

Test Data required to complete this exercise:

No test data to be entered, select any Exhibition you would like to delete.

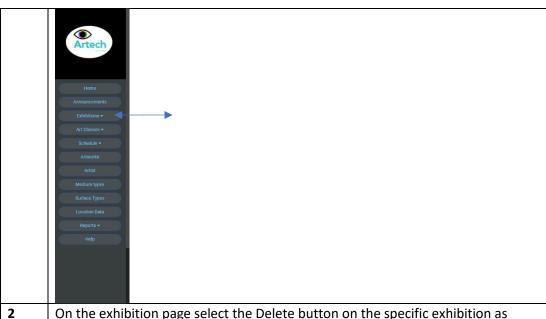
The Exhibitions page will be the first page displayed as shown below:



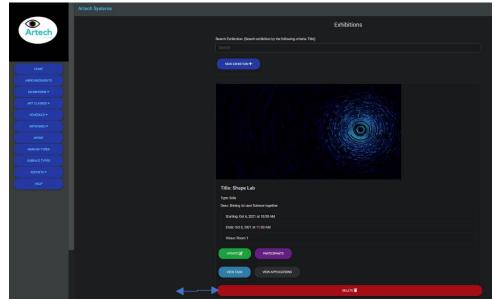
Steps		
1	Navigate to the Exhibitions tab on the navigation bar.	



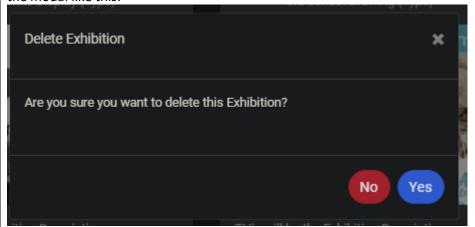




On the exhibition page select the Delete button on the specific exhibition as follows:



The system will prompt user to confirm the deletion of exhibition by presenting the modal like this:







You will have successfully deleted the Exhibition and a success notification will appear as follows:

Success
Exhibition Successfully Deleted

3.3.5 Applications

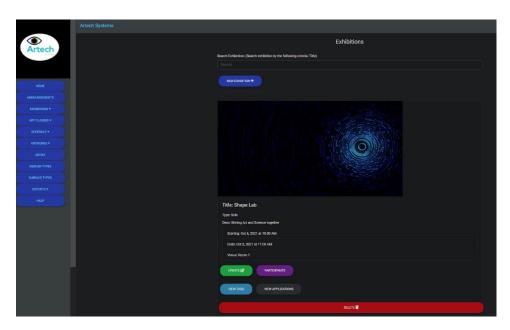
3.3.5.1 View Application

Objectives:

- 1. Ability to navigate to the "Applications" section successfully
- 2. View all applications successfully

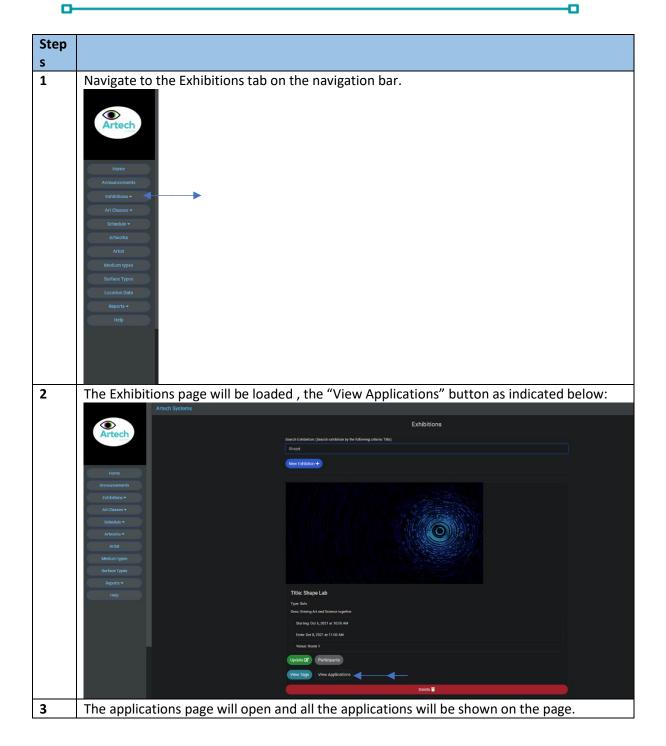
No test data to be required, just select the application you want to view.

The Exhibitions page will be the first page displayed as shown below:



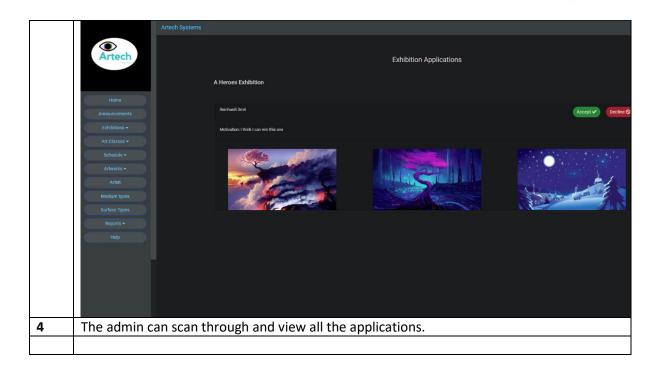












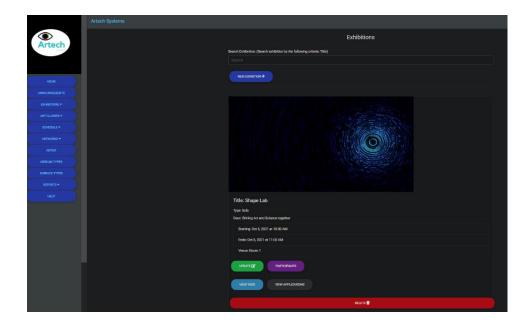
3.3.5.2 Accept Application

Objectives:

- 1. Ability to navigate to the "Applications" section successfully
- 2. Accept applications successfully

No test data to be required , just accept the application

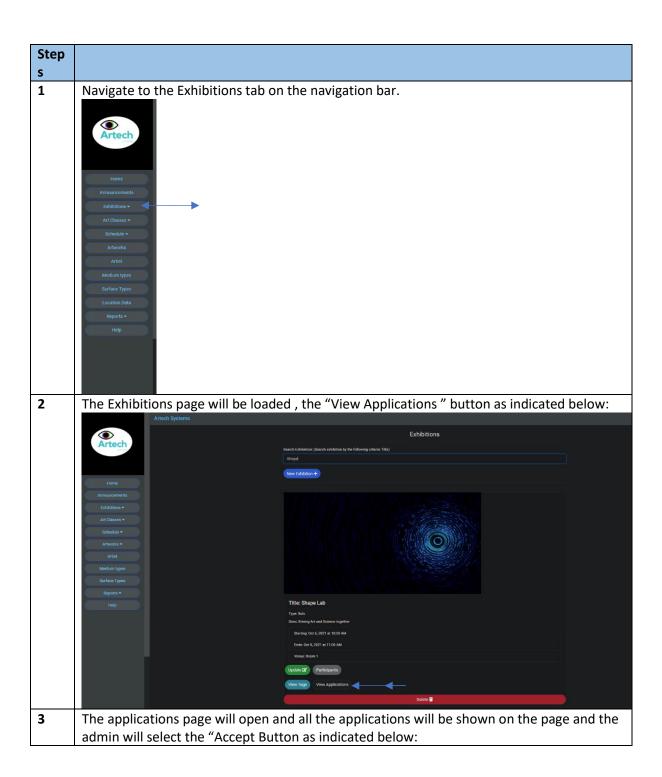
The Exhibitions page will be the first page displayed as shown below:



6

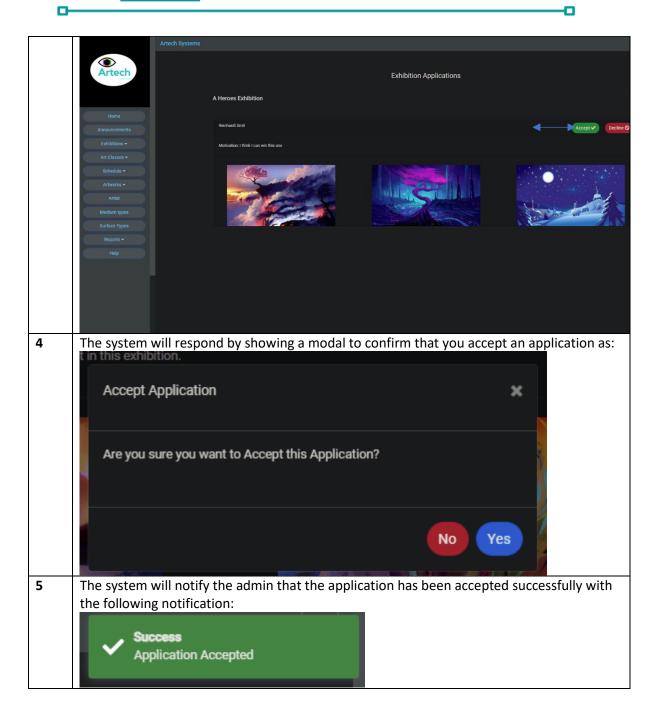












3.3.6 Applications

3.3.6.1 View Participants

Objectives:

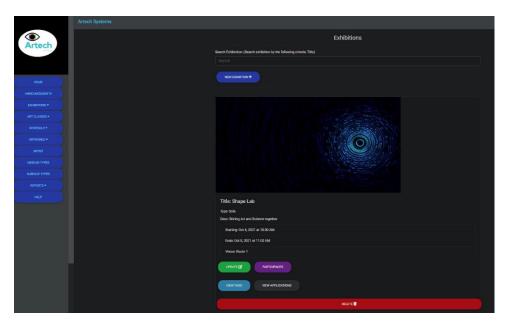
- 1. Ability to navigate to the "Participants" section successfully
- 2. View all participants successfully

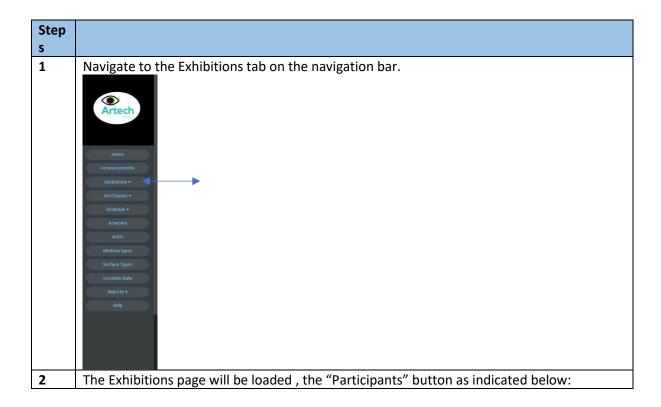




No test data to be required, just select the participants for which exhibitions you want to view.

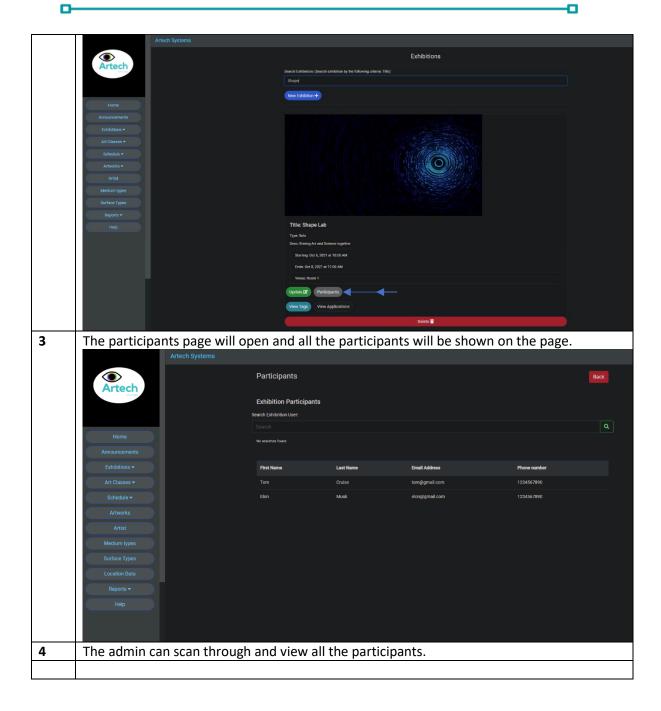
The Exhibitions page will be the first page displayed as shown below:











3.3.6.2 Search Participants

Objectives:

- 1. Ability to navigate to the Participants tab successfully
- 2. Search specific participant successfully.

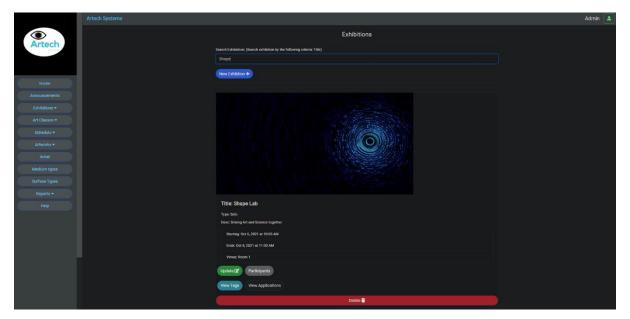
Test Data required to complete this exercise:

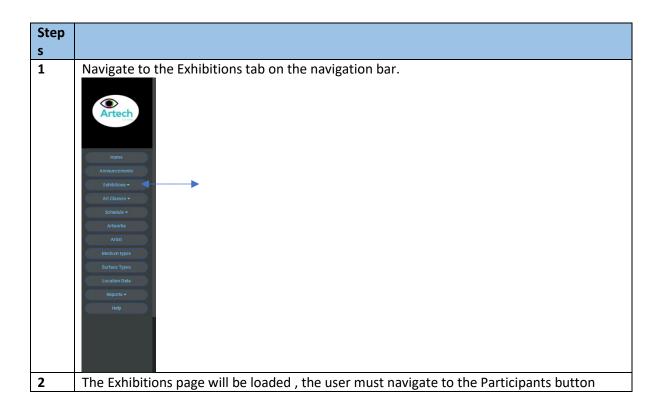
No test data is required, enter whatever keyword you desire to search.





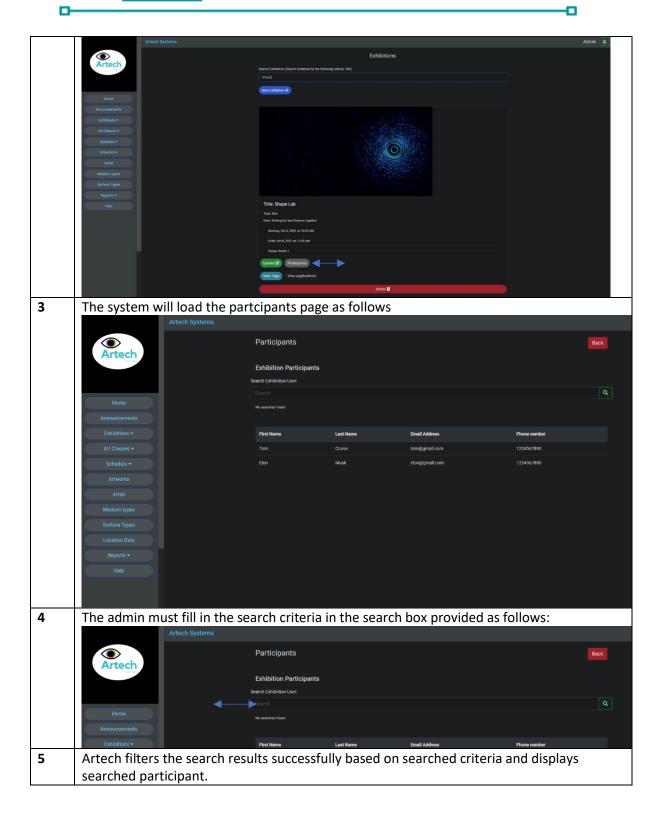
The Exhibitions page will be the first page that is displayed as shown below:















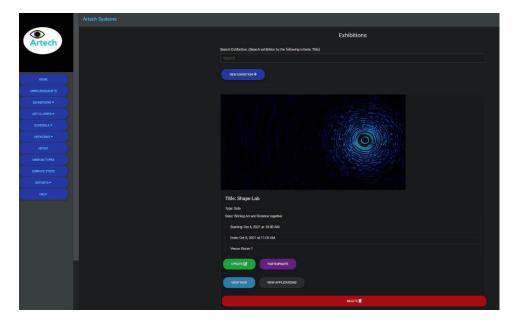
- 3.3.7 Tags
- 3.3.7.1 *View Tags*

Objectives:

- 1. Ability to navigate to the "View Tags" section successfully
- 2. View all tags successfully

No test data to be required, just select the participants for which exhibitions you want to view.

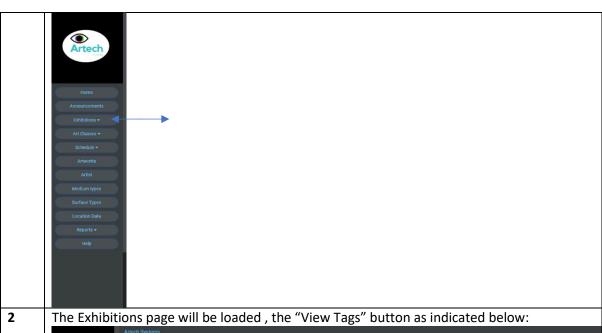
The Exhibitions page will be the first page displayed as shown below:

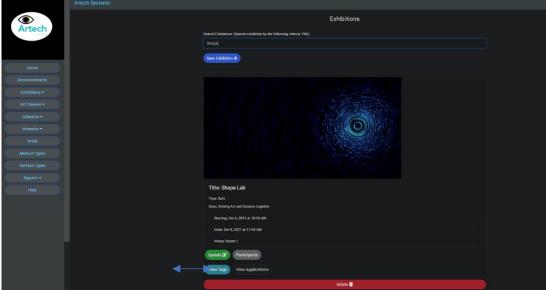


Step	
S	
1	Navigate to the Exhibitions tab on the navigation bar.

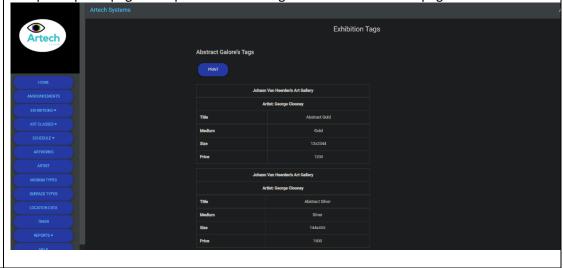








The participants page will open and all the tags will be shown on the page as follows:







4	The admin can scan through and view all the tags.

3.3.8 Art Classes

3.3.8.1 Search Teacher

Objectives:

- 1. Ability to navigate to the Teachers section successfully
- 2. Search specific teacher successfully.

Test Data required to complete this exercise:

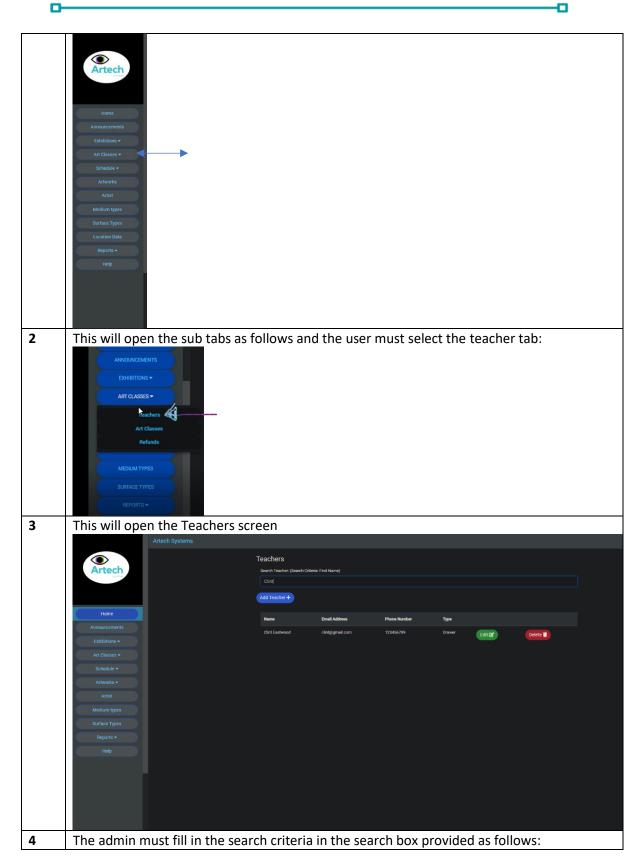
No test data is required, enter whatever keyword you desire to search.

The Art Class page will be the first page that is displayed as shown below:

Step		
S		
1	Navigate to the Art Class tab on the navigation bar.	

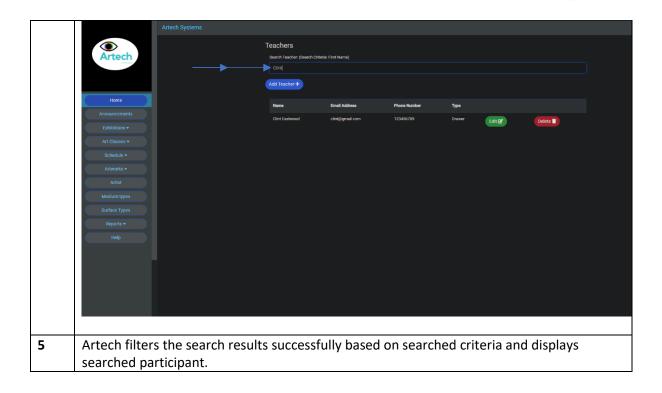












3.3.8.2 Create New Teacher

Objectives:

- 1. Ability to navigate to the Create a new teacher dropdown successfully.
- 2. Create new teacher successfully.

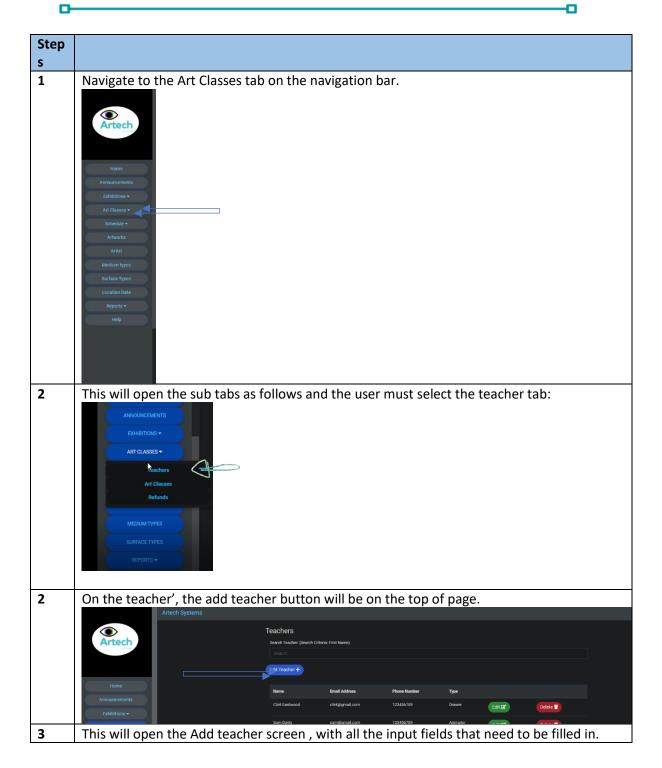
Test Data required to complete this exercise:

Element Description	Test Data to be inserted
First Name	Reinhardt
Last Name	Smit
Type of teacher	Painter
Phone Number	0834567789
Email Address	rein@gmail.com

The create new teacher button on the exhibitions page will be displayed as follows:

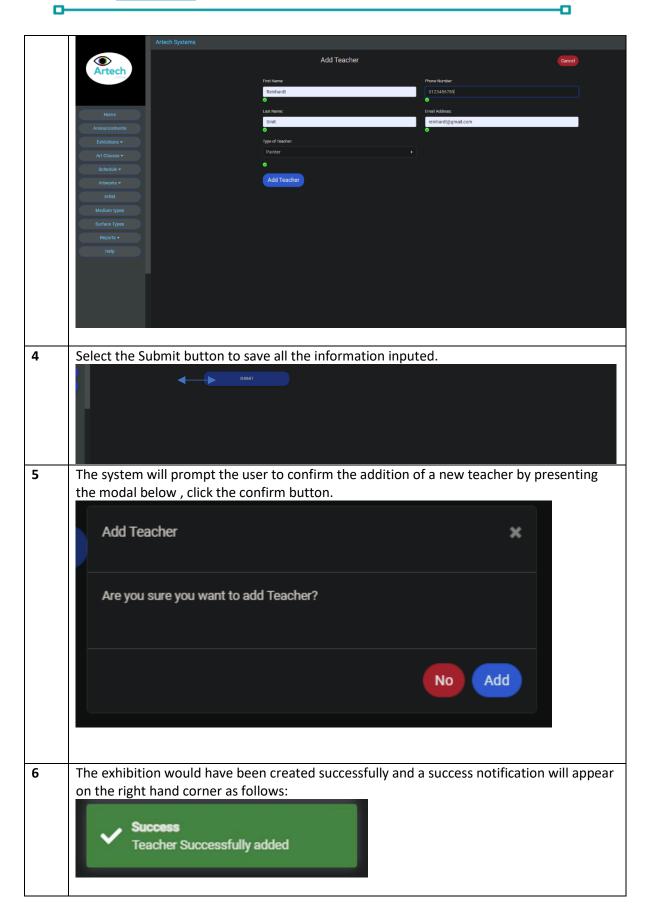
















3.3.8.3 Update Teacher

Objectives:

- 1. Ability to navigate to the update an existing teacher dropdown successfully.
- 2. Update existing teacher successfully.

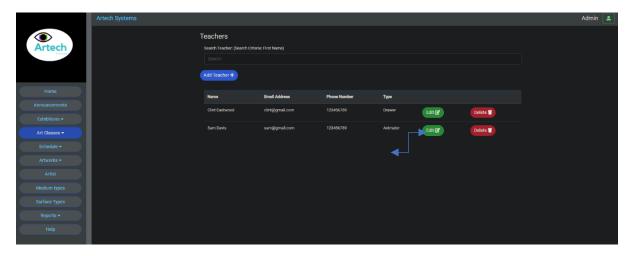
Test Data required to complete this exercise:

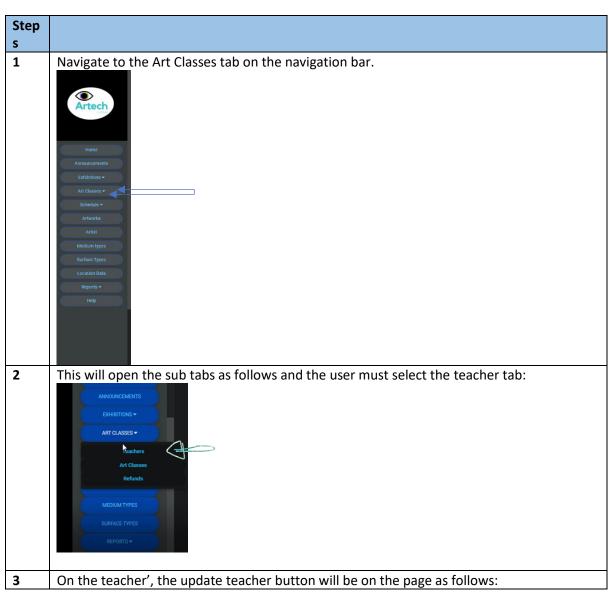
Element Description	Test Data to be inserted
First Name	Reinhardt
Last Name	Smit
Type of teacher	Painter
Phone Number	0834567789
Email Address	rein@gmail.com

The **Edit** button on the teacher's page will be displayed as follows:



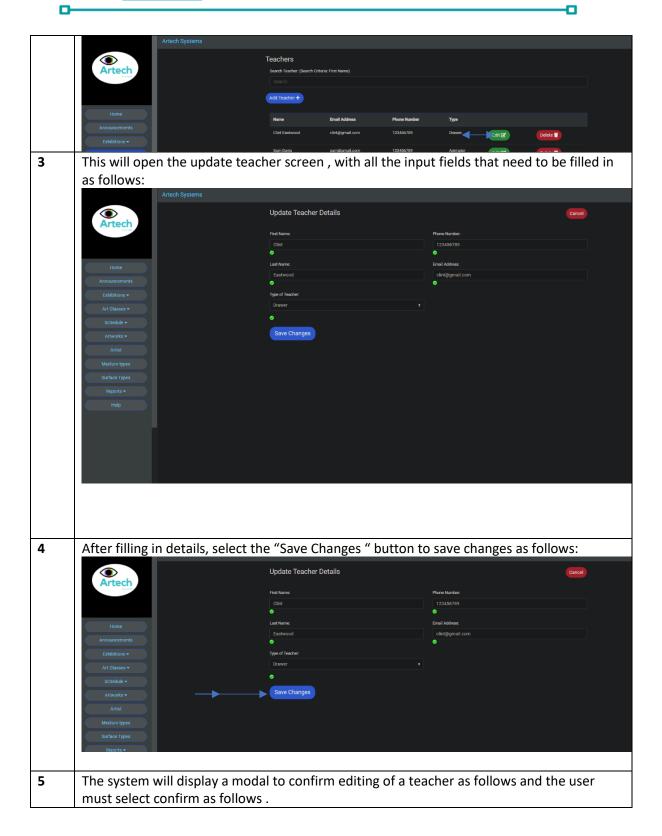






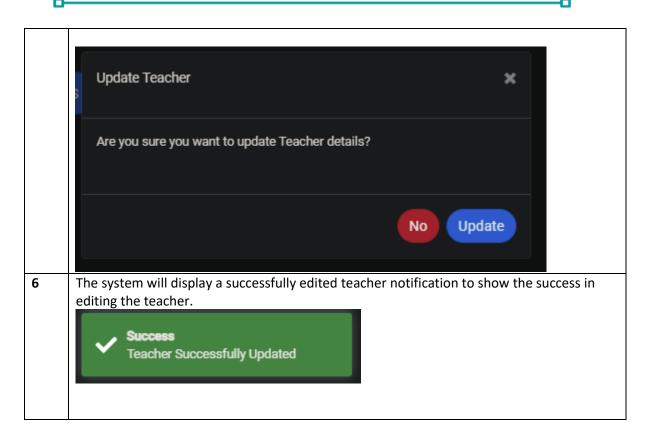












3.3.8.4 Delete Teacher

Objectives:

- 1. Ability to navigate to the "Teachers" dropdown successfully
- 2. Delete selected Teachers successfully

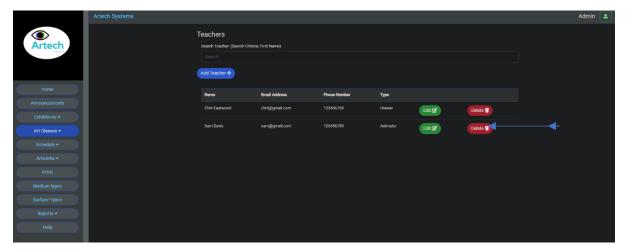
Test Data required to complete this exercise:

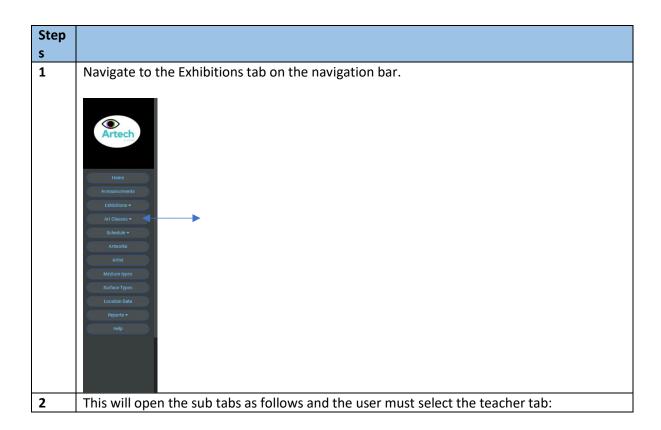
No test data to be entered, select any Teacher you would like to delete.





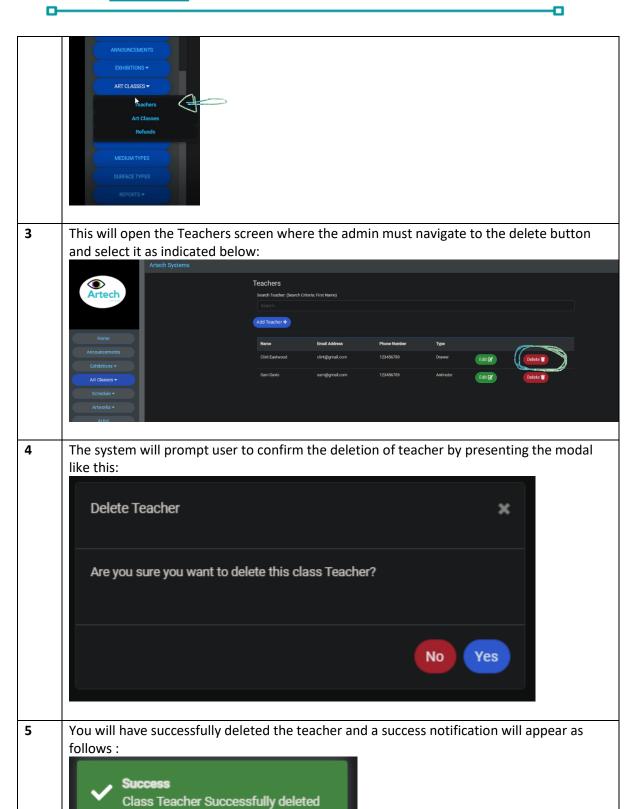
The Art Class page will be the first page displayed as shown below:















3.3.9 Art Classes

3.3.9.1 Create Art Class

Objectives:

- 1. Ability to navigate to the Create a new teacher dropdown successfully.
- 2. Create new teacher successfully.

Test Data required to complete this exercise:

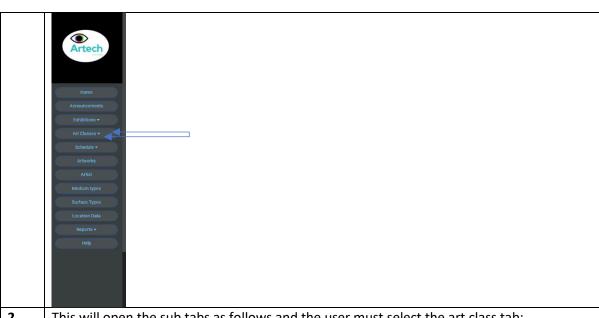
Element Description	Test Data to be inserted
Title	Comic Arts
Class Description	Lets draw some super cool heroes
Start Date	2021/10/14
End Date	2021/10/16
Class Type	Drawing
Teacher	Clint Eastwood
Class Limit	8
Refund Limit	14
Class Price	550
Venue	Room1
Organization	Johan Van Heerden
Add Class picture	

The **create new art class** button on the art class page will be displayed as follows:

Step	
S	
1	Navigate to the Art Classes tab on the navigation bar.



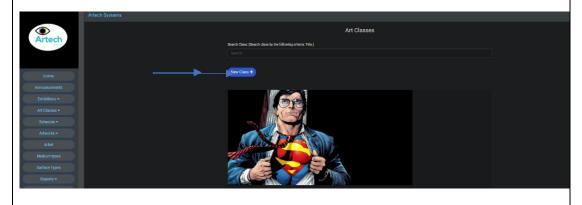




2 This will open the sub tabs as follows and the user must select the art class tab:



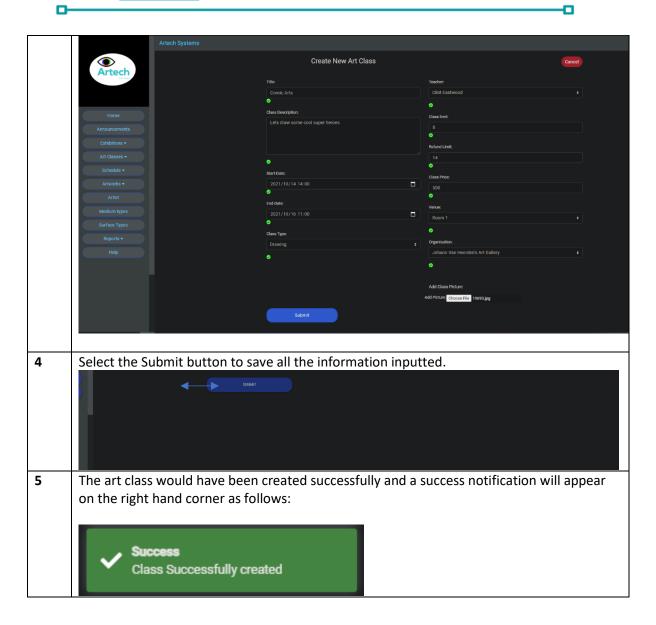
2 On the Art Class Teacher screen, the new class button will be on the screen , the admin must select the button as follows:



3 This will open the new art class screen, with all the input fields that need to be filled in.







3.3.9.3 Search for Art Class

Objectives:

1. Ability to navigate to the Art Class section successfully



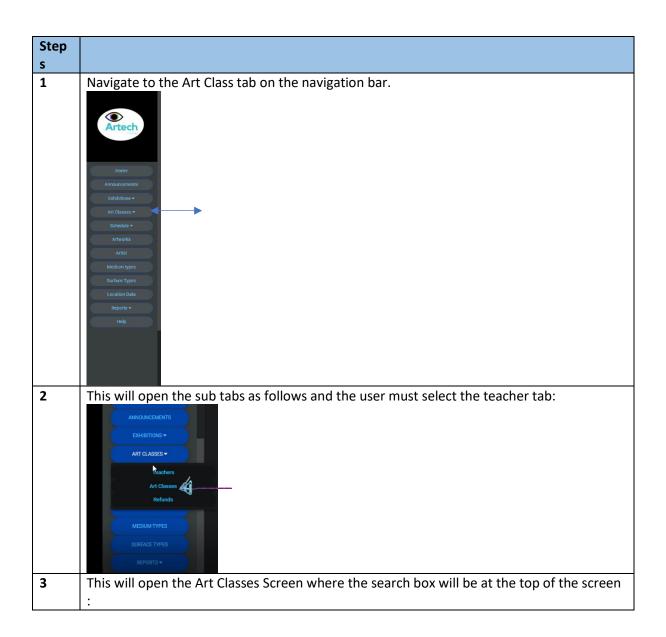


2. Search specific art class successfully.

Test Data required to complete this exercise:

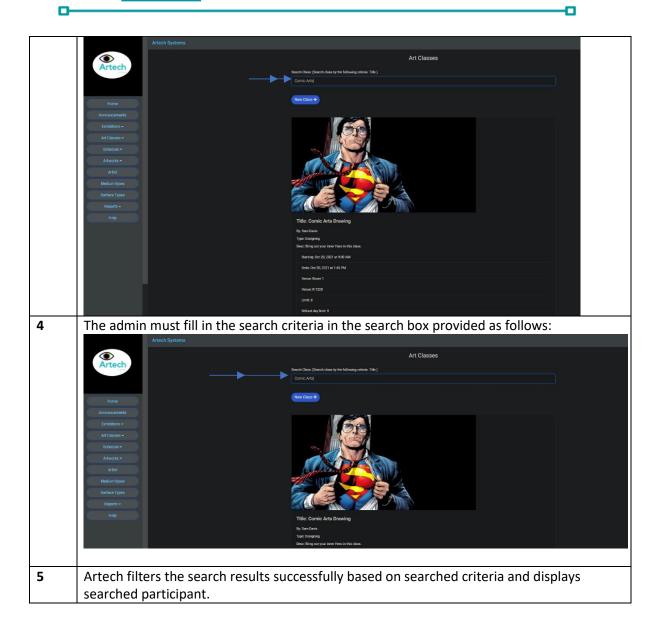
No test data is required, enter whatever keyword you desire to search.

The Art Class page will be the first page that is displayed as shown below:









3.3.9.4 Update Art Class

Objectives:

- 1. Ability to navigate to the update an existing art class dropdown successfully.
- 2. Update existing art class successfully.

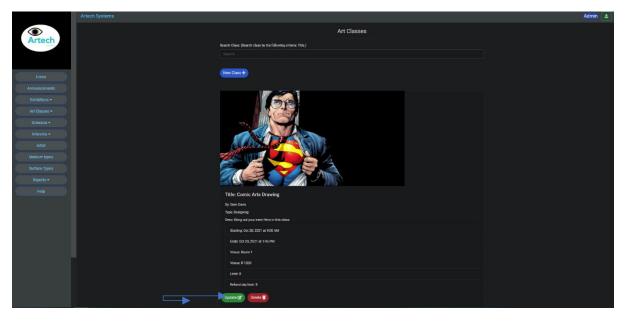
Test Data required to complete this exercise:





Element Description	Test Data to be inserted
Title	Comic Arts
Class Description	Lets draw some super cool heroes
Start Date	2021/10/14
End Date	2021/10/16
Class Type	Drawing
Teacher	Clint Eastwood
Class Limit	8
Refund Limit	14
Class Price	550
Venue	Room1
Organization	Johan Van Heerden
Add Class picture	

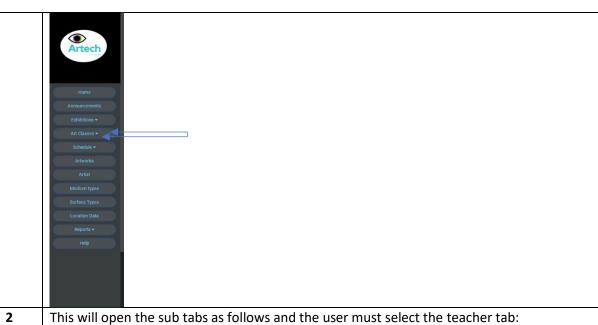
The **Update** button on the Art Class page will be displayed as follows:



Step	
S	
1	Navigate to the Art Classes tab on the navigation bar.

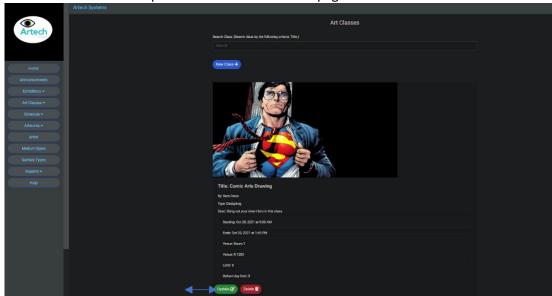








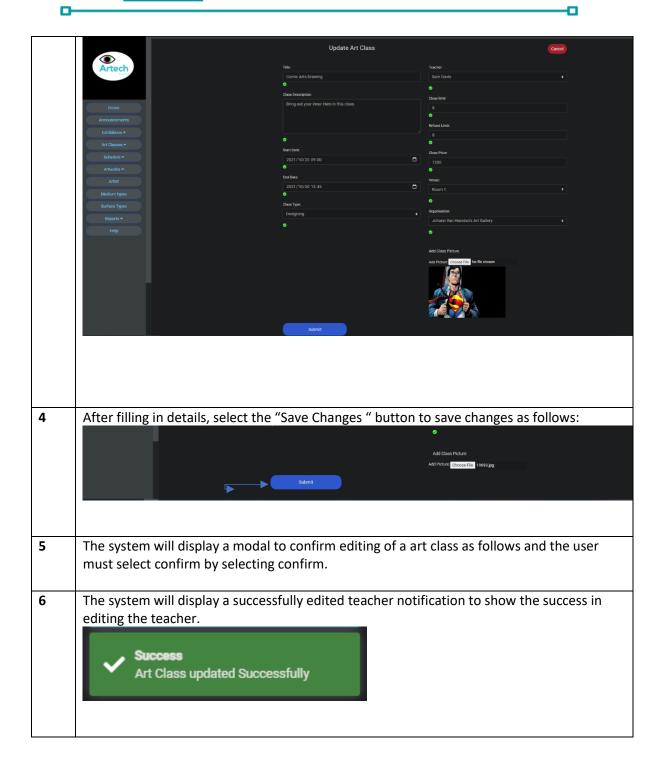
3 On art class screen the update button will be on the page as follows:



This will open the update art class screen , with all the input fields that need to be filled in 3 as follows:







3.3.9.5 Delete Art Class

Objectives:

- 1. Ability to navigate to the Art Class dropdown successfully
- 2. Delete selected Art Class successfully

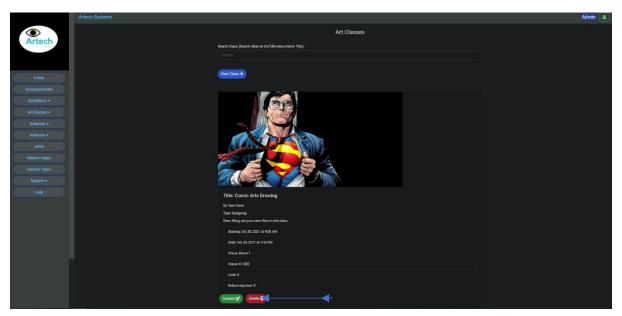




Test Data required to complete this exercise:

No test data to be entered, select any Art Class you would like to delete.

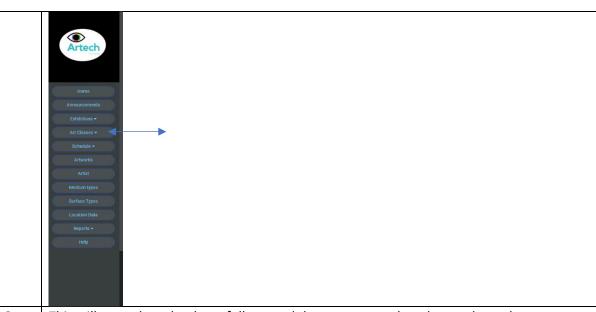
The Art Class page will be the first page displayed as shown below:



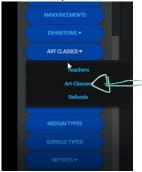
Step	
S	
1	Navigate to the Art Class tab on the navigation bar.



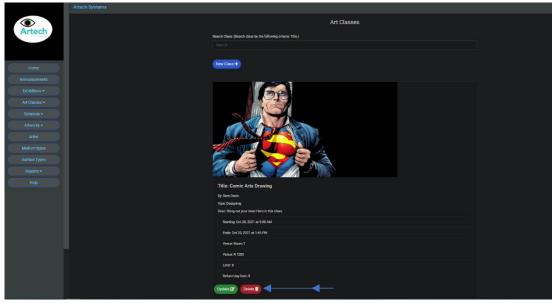




2 This will open the sub tabs as follows and the user must select the art class tab:



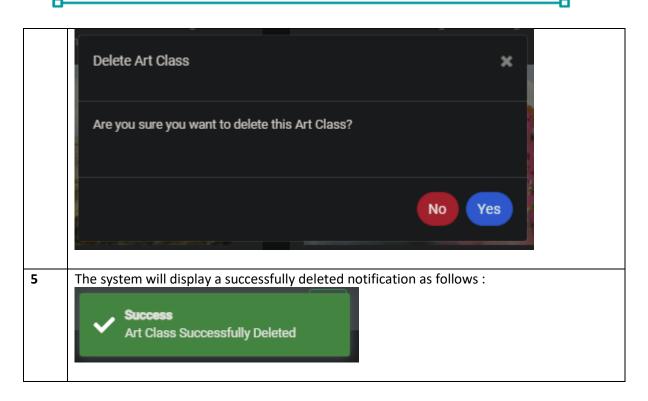
This will open the Art Class screen where the admin must navigate to the delete button and select it as indicated below:



The system will prompt user to confirm the deletion of teacher by presenting the modal like this: The user must select yes.







3.3.10 Refunds

3.3.10.1 Accept Refunds

Objectives:

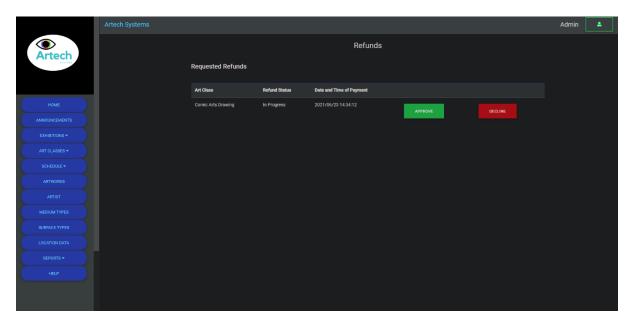
- 1. Ability to navigate to the "Refunds" section successfully
- 2. Accept Refunds successfully

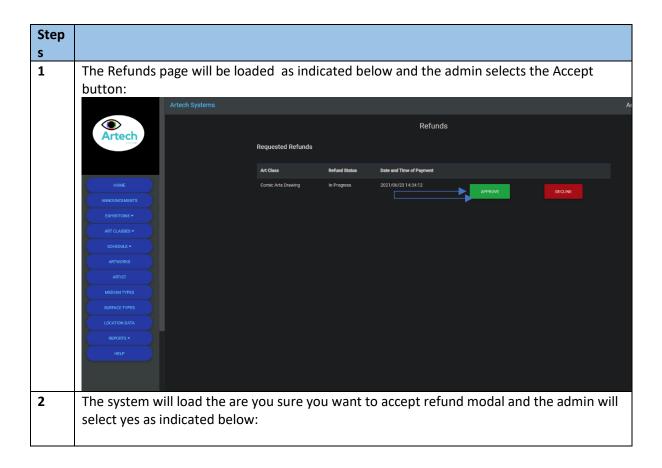
No test data to be required , just accept the refunds

The Refunds page will be the first page displayed as shown below:



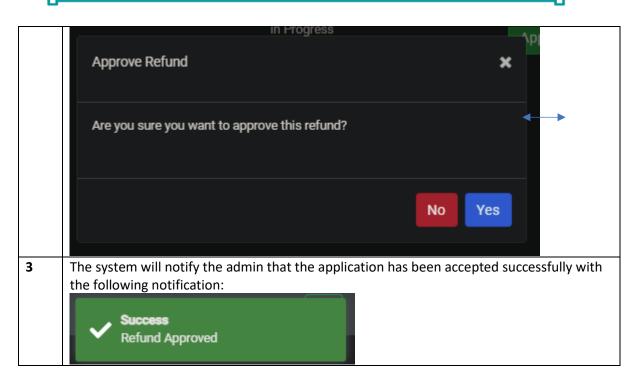












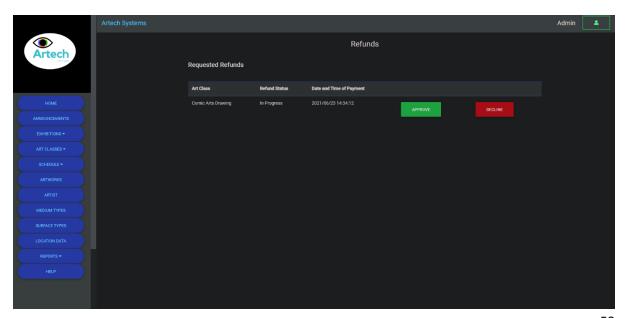
3.3.10.2 Decline Refunds

Objectives:

- 1. Ability to navigate to the "Refunds" section successfully
- 2. Decline Refunds successfully

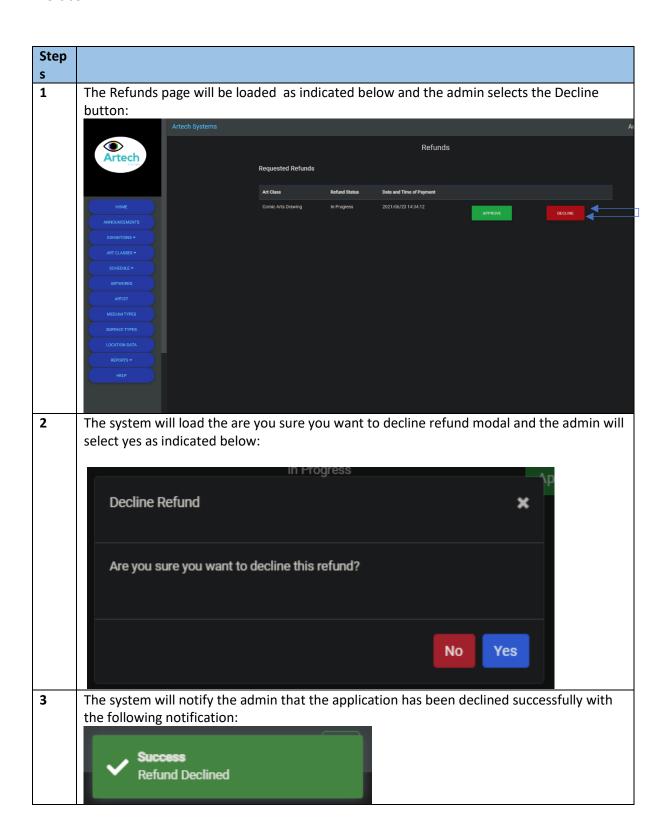
No test data to be required , just decline the refunds

The Refunds page will be the first page displayed as shown below:













3.3.11 Schedule

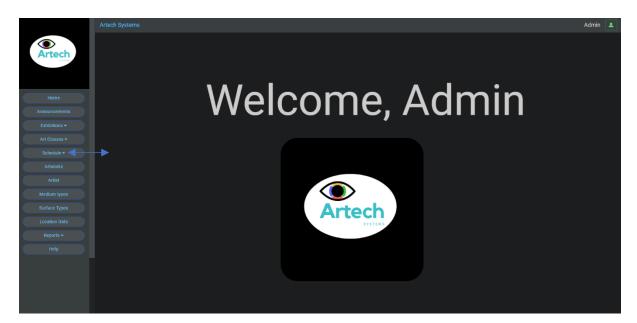
3.3.11.1 View Art Class Schedule

Objectives:

- 1. Ability to navigate to the Schedules section successfully
- 2. View the Art Class Schedule successfully

No test data to be required, just select the art class you want to view fand scan and view the whole schedule calendar .

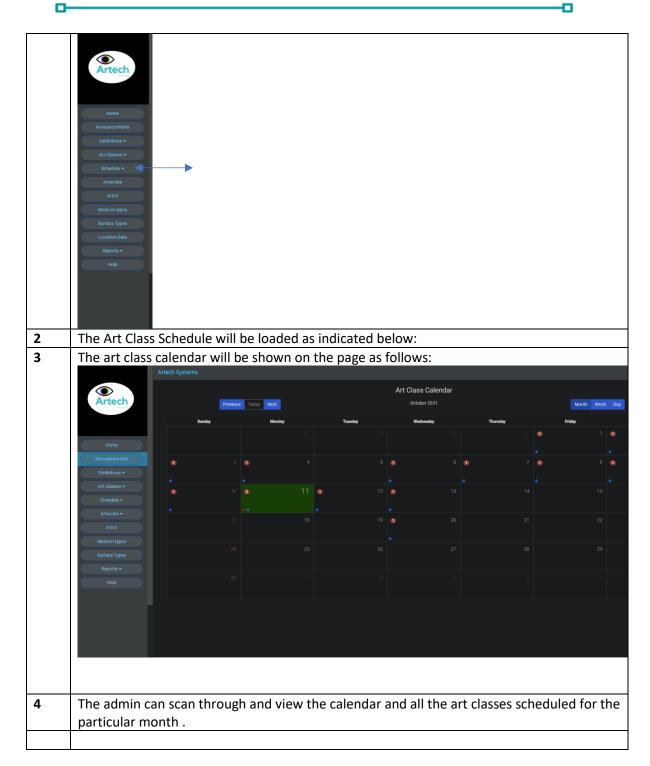
The Homepage will be the first page displayed as shown below:



Step	
S	
1	Navigate to the Schedules tab on the navigation bar. And the Art Class Schedule sub tab as follows:







3.3.11.2 Exhibition Schedule

Objectives:

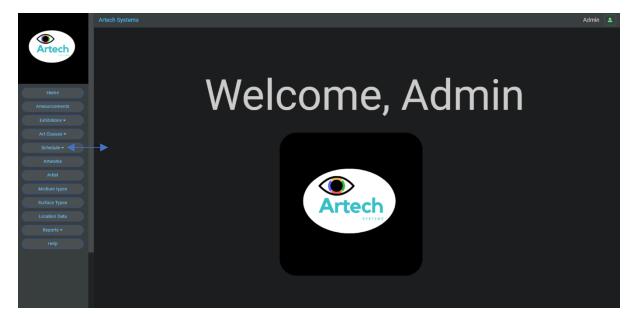
- 1. Ability to navigate to the Schedules section successfully
- 2. View the Exhibitions Class Schedule successfully





No test data to be required, just select the exhibitions to view from the calendar that you want to view.

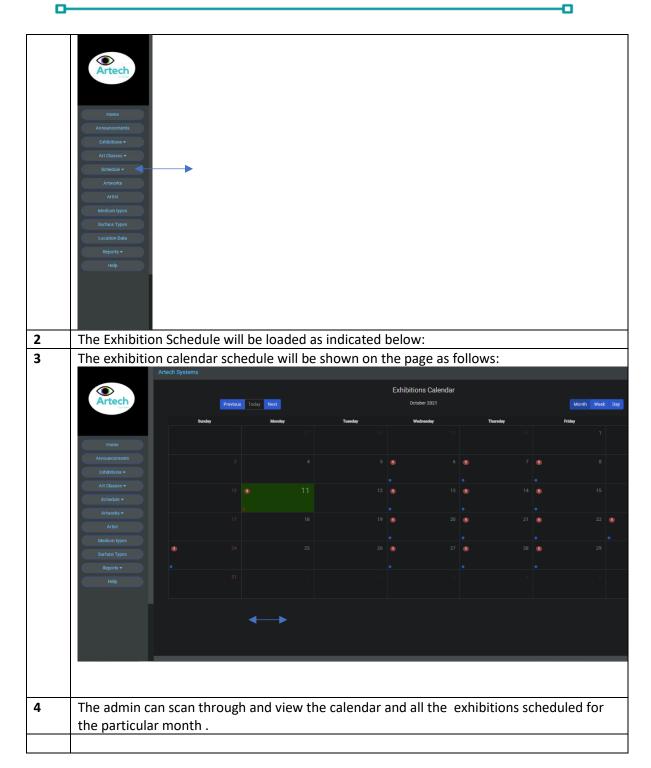
The Homepage will be the first page displayed as shown below:



Step	
S	
1	Navigate to the Schedules tab on the navigation bar. And the Exhibition Schedule sub tab
	as follows:







3.3.12 Artwork





3.3.12.1 Add Artwork

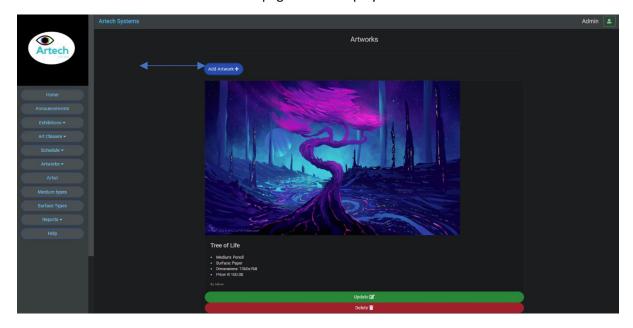
Objectives:

- 1. Ability to navigate to the Add Artwork modal successfully.
- 2. Add Artwork successfully.

Test Data required to complete this exercise:

Element Description	Test Data to be inserted
Title	Lies
Medium	Oil Painting
Surface Type	Chalk
Medium Type	Paper
Dimensions	300x908
Price	300
Add Artwork Image	

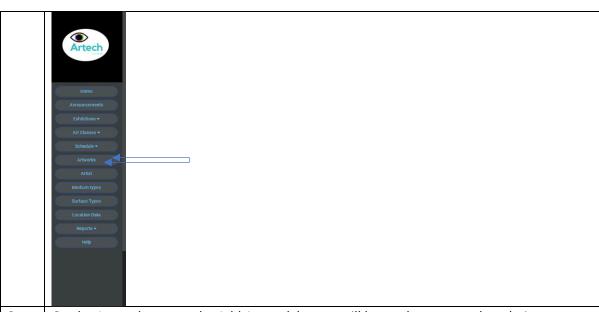
The **Add Artwork** button on the art class page will be displayed as follows:



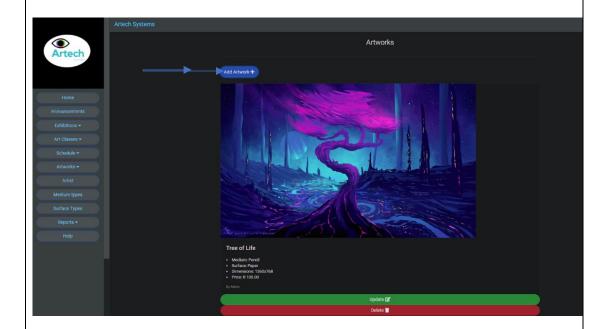
Step	
S	
1	Navigate to the Artwork tab on the navigation bar.







On the Artwork screen, the Add Artwork button will be on the screen, the admin must select the button as follows:



This will open the Add Artwork modal and all the required input fields must be filled in as follows:

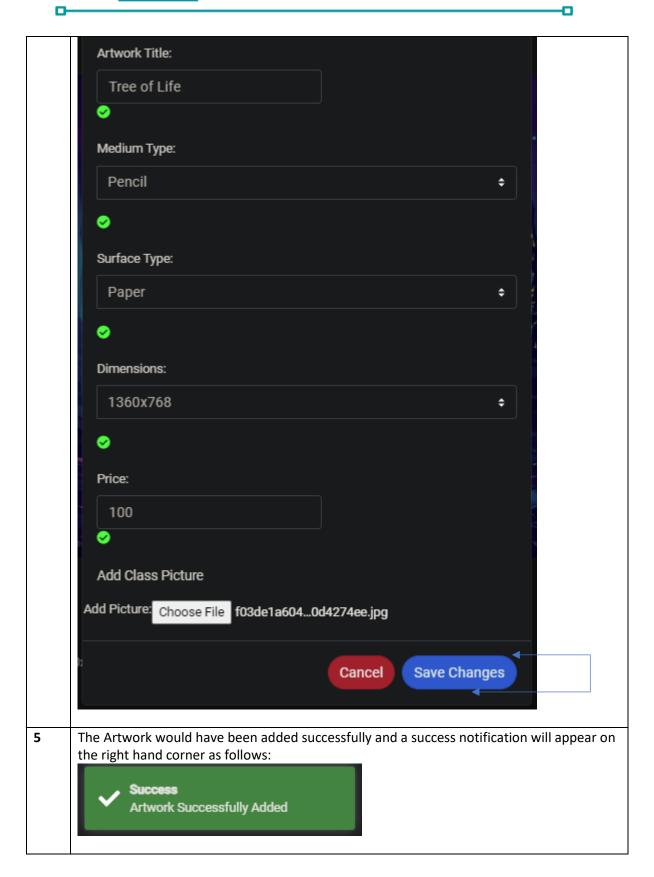




	Add Artwork *	
	Artwork Title:	
	Tree of Life	
	Medium Type:	
	Pencil ÷	
	•	
	Surface Type:	
	Paper ÷	
	•	
	Dimensions:	
	1360x768 \$	
	•	
	Price:	
	100	
	Add Class Picture	
	Add Picture: Choose File f03de1a6040d4274ee.jpg	
	Cancel Save Changes	
4	Select the Save Changes button to save all the information inputted.	











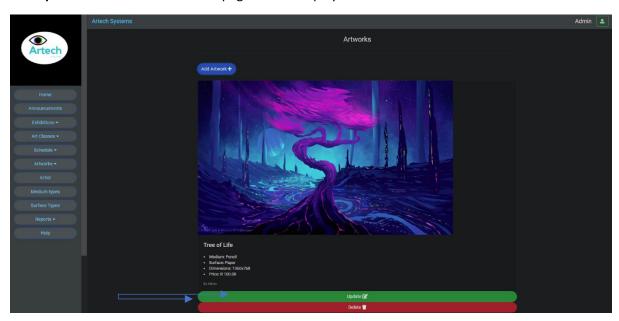
Objectives:

- 1. Ability to navigate to the update an existing artwork screen successfully.
- 2. Update existing artwork successfully.

Test Data required to complete this exercise:

Element Description	Test Data to be inserted
Title	Lies
Medium	Oil Painting
Surface Type	Chalk
Medium Type	Paper
Dimensions	300x908
Price	300
Add Artwork Image	

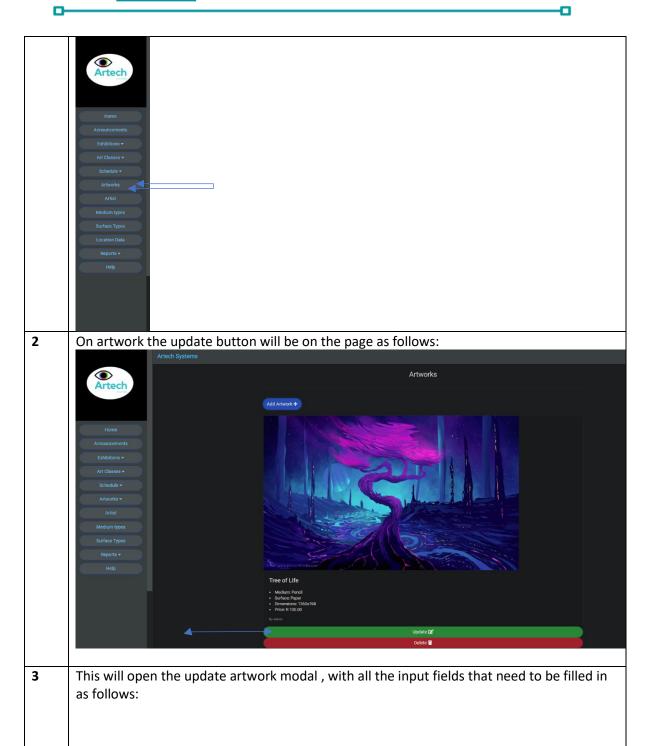
The **Update** button on the Artwork page will be displayed as follows:



Step	
S	
1	Navigate to the Art Work tab on the navigation bar.







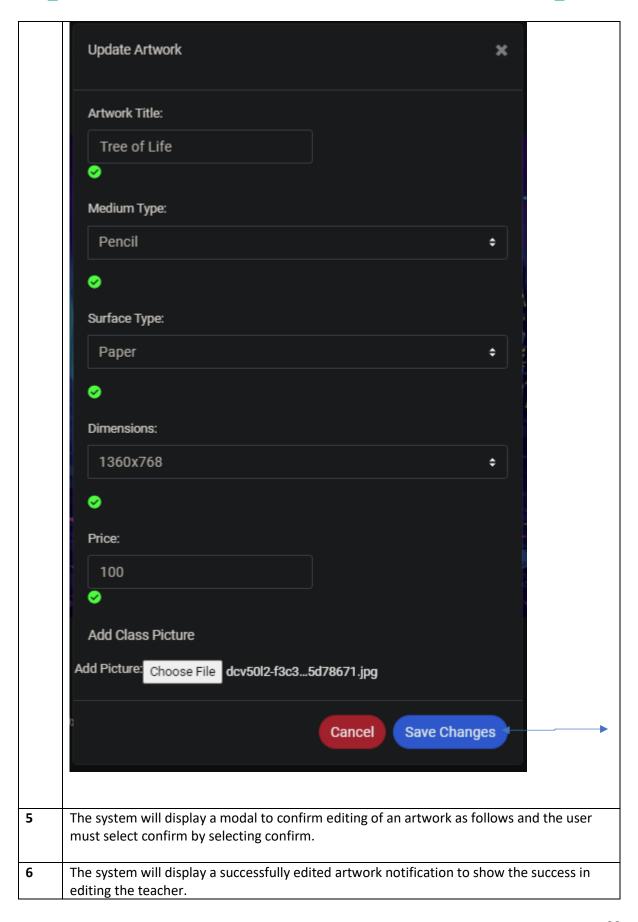




Update Artwork		×	
Artwork Title:			
Tree of Life			
•			
Medium Type:			
Pencil		+	
•			
Surface Type:			i
Paper		\$	d d
•			
Dimensions:			
1360x768		•	
•			
Price:			
100			
⊘			
Add Class Picture			
Add Picture: Choose File dcv50	2-f3c35d78671.jpg		
	Cancel	Save Changes	













3.3.12.3 Delete Artwork

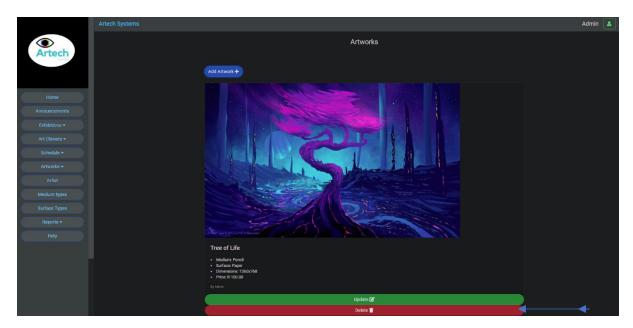
Objectives:

- 1. Ability to navigate to the Artwork dropdown successfully
- 2. Delete selected Artwork successfully

Test Data required to complete this exercise:

No test data to be entered, select any Artwork you would like to delete.

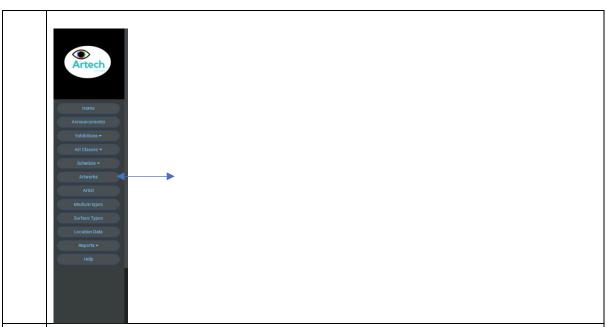
The Artwork will be the first page displayed as shown below:



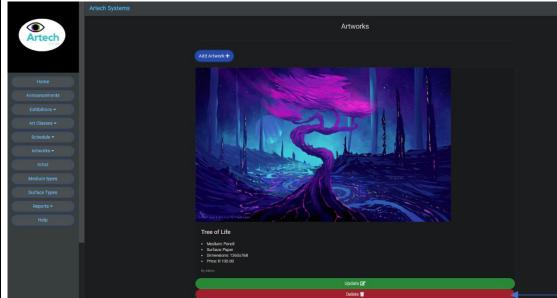
Step	
S	
1	Navigate to the Artwork tab on the navigation bar.







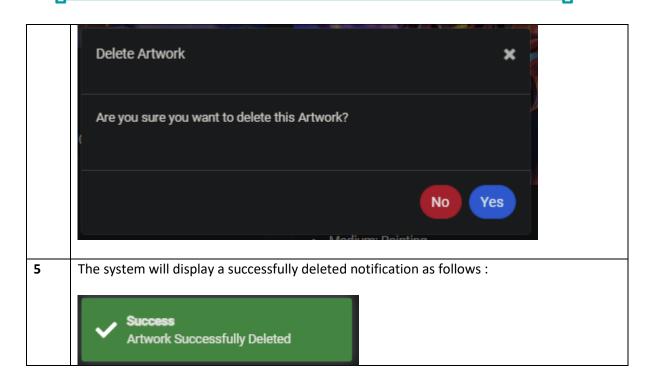
This will open the Artwork screen where the admin must navigate to the delete button and select it as indicated below:



The system will prompt user to confirm the deletion of artwork by presenting the modal like this: The user must select yes.







3.3.13 Artists

3.3.13.1 View Artists

Objectives:

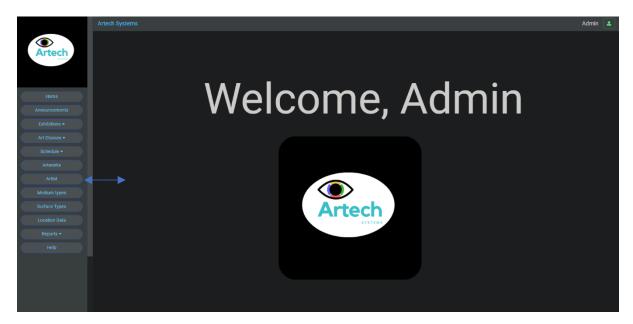
- 1. Ability to navigate to the Artist section successfully
- 2. View the Artists successfully

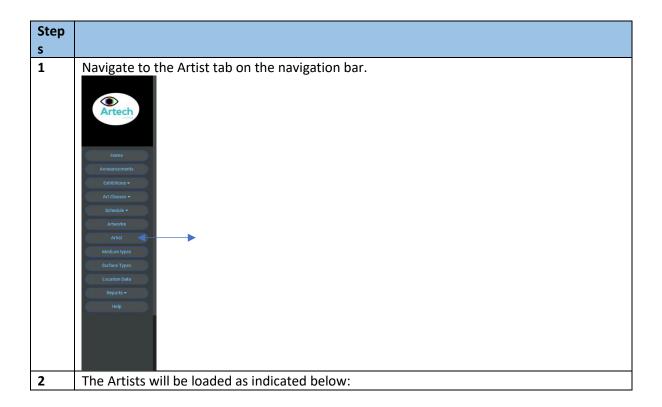
No test data to be required, just select the art class you want to view and scan and view all the artists

The Homepage will be the first page displayed as shown below:















3.3.13.2 View Artist Profile

Objectives:

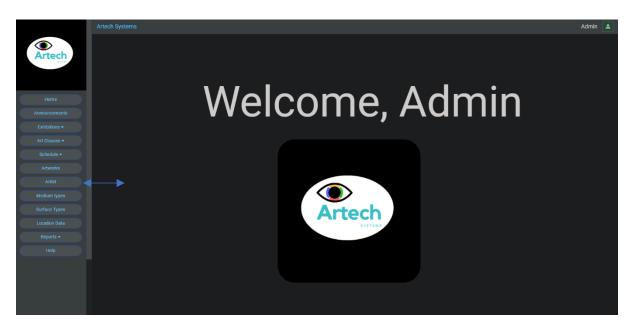
- 1. Ability to navigate to the Artist section successfully
- 2. View the Artists Profile successfully

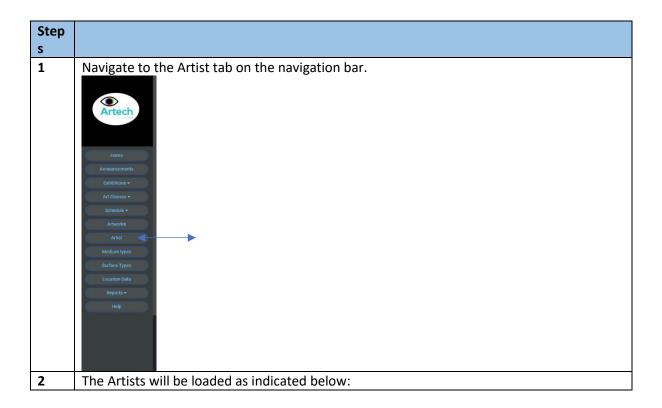
No test data to be required, just select the art class you want to view and scan and view all the artists

The Homepage will be the first page displayed as shown below:









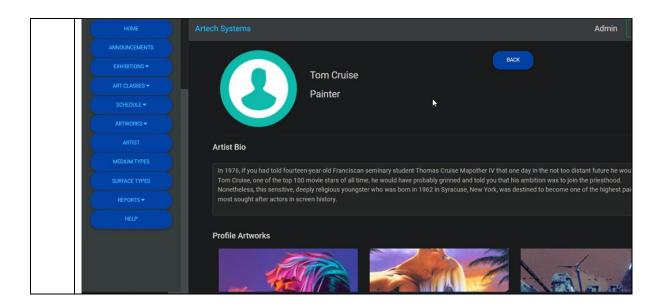












3.3.13.3 Search Artist

Objectives:

- 1. Ability to navigate to the Artist section successfully
- 2. Search specific artist successfully.

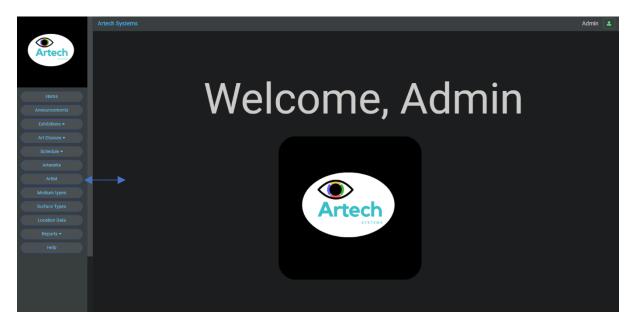
Test Data required to complete this exercise:

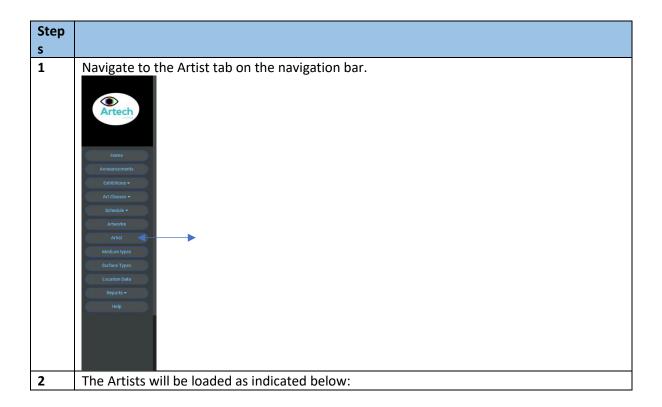
No test data is required, enter whatever keyword you desire to search.

The Homepage will be the first page displayed as shown below:















3.3.14 Surface Type

The Surface Type Screen allows to Add or Delete Surface Types.

3.3.14.1 Add Surface Type

Objectives:

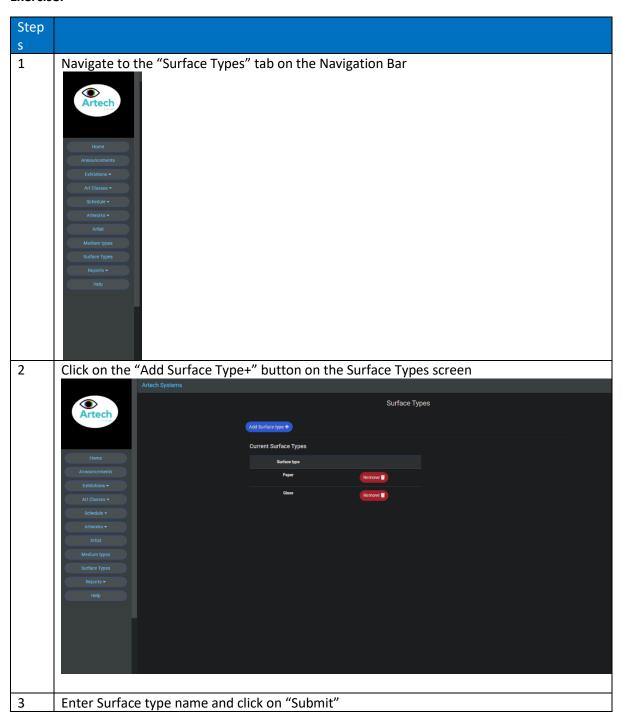
- 1. Navigate to Surface type
- 2. Add Surface Type

Test data Required to complete this exercise:



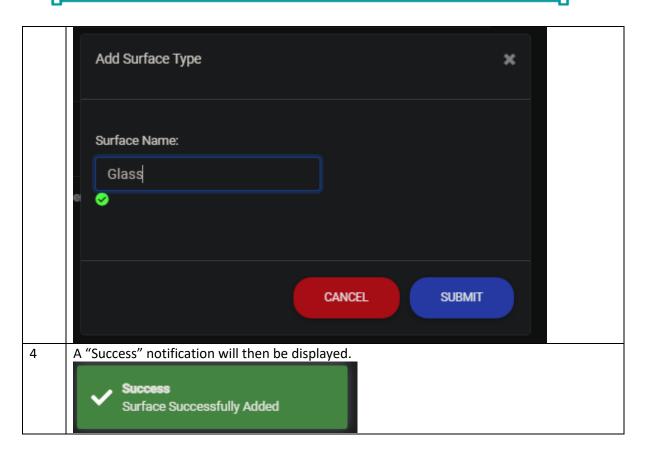


Element Description	Test data to be Inserted
Surface Name	Glass









3.3.14.2 Delete Surface Type

Objectives:

- 1. Navigate to Surface type
- 2. Delete Surface Type

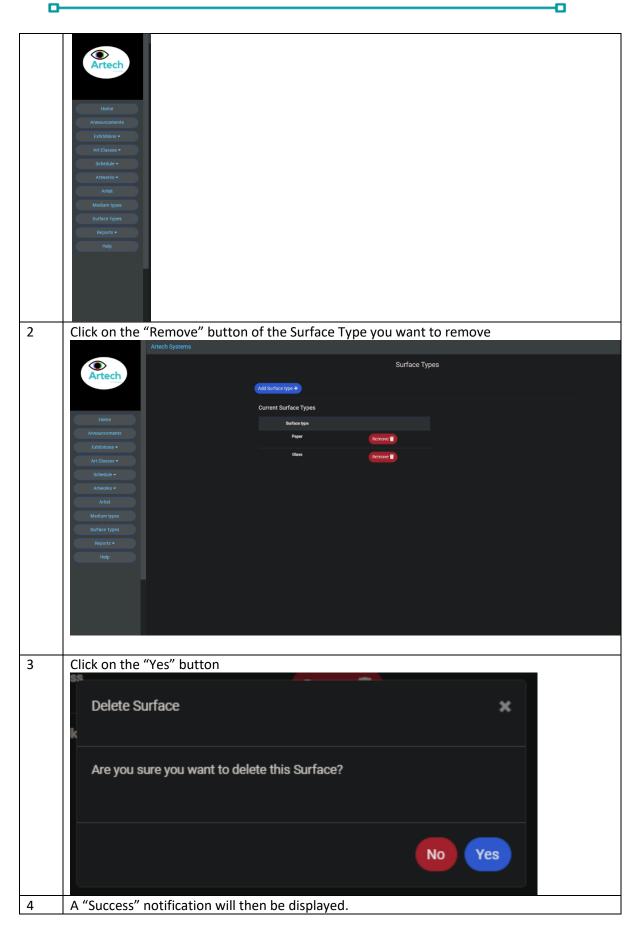
Test data Required to complete this exercise:

None

Step	
S	
1	Navigate to the "Surface Types" tab on the Navigation Bar













3.3.15 Medium Type

The Medium Type Screen allows to Add or Delete Medium Types.

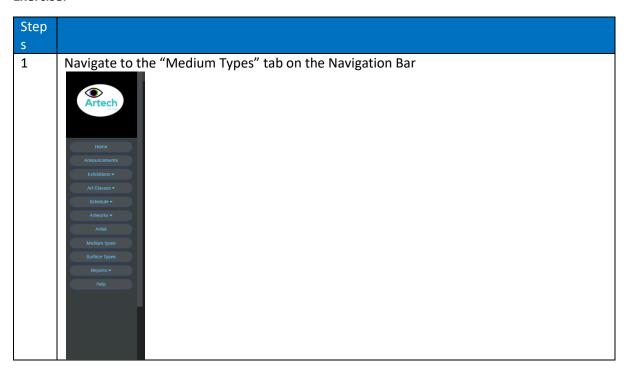
3.3.15.1 Add Medium Type

Objectives:

- 1. Navigate to Medium type
- 2. Add Medium Type

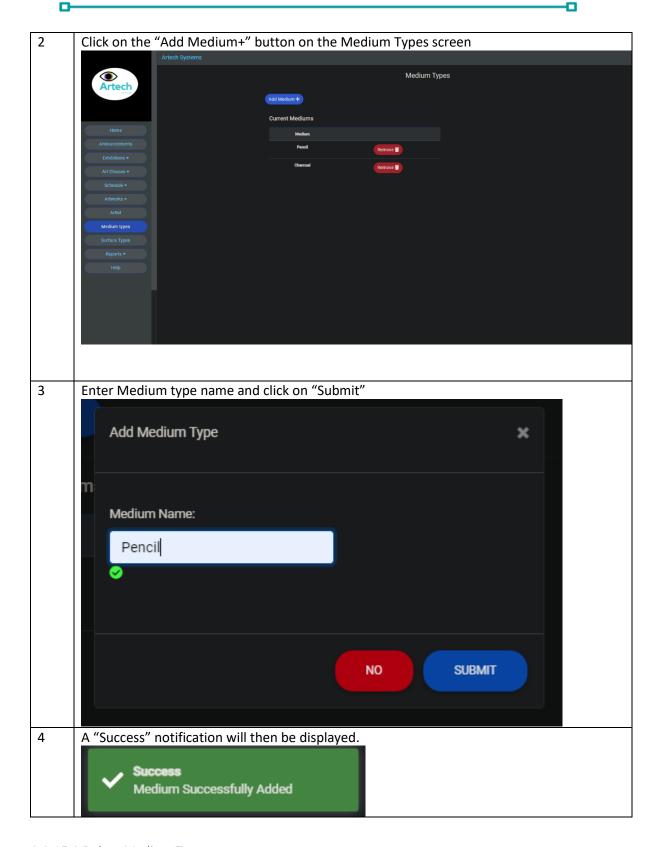
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Medium Name	Pencil









3.3.15.2 Delete Medium Type

Objectives:

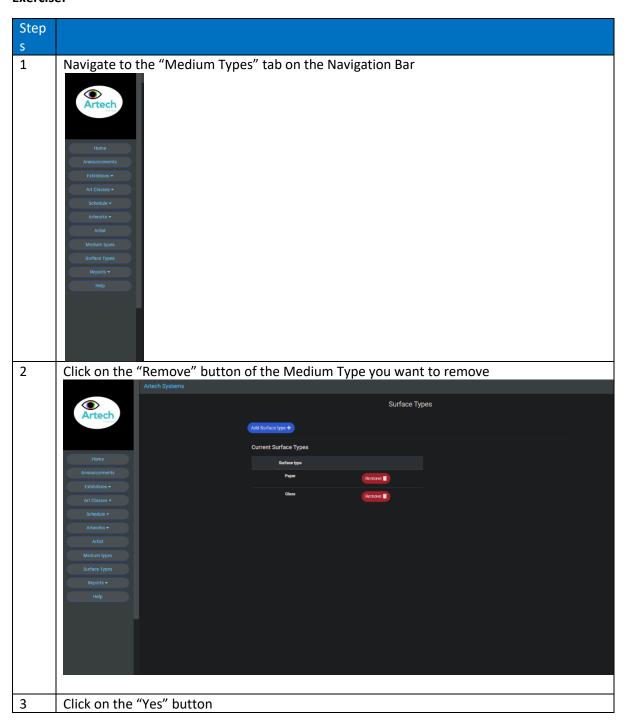
- 1. Navigate to Medium type
- 2. Delete Surface Type





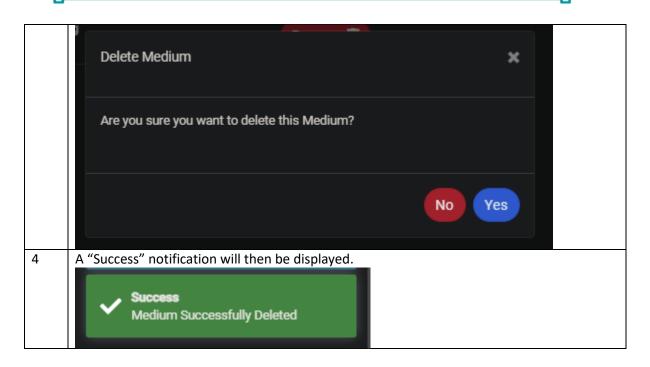
Test data Required to complete this exercise:

None









3.3.16 Reports

The reports of the Artech system extract data from the database. The admin / curator uses these reports to organize the data, manage and distribute the reports in order to help make decisions and better-informed decision. The admin will navigate to the navigation part, right to the reports tab. When they hover over it, it will show sub stabs of the different reports of the system.

3.3.16.1 Print New User Report

Objectives:

- 1. Navigate to Reports
- 2. Generate New user report
- 3. Print Report

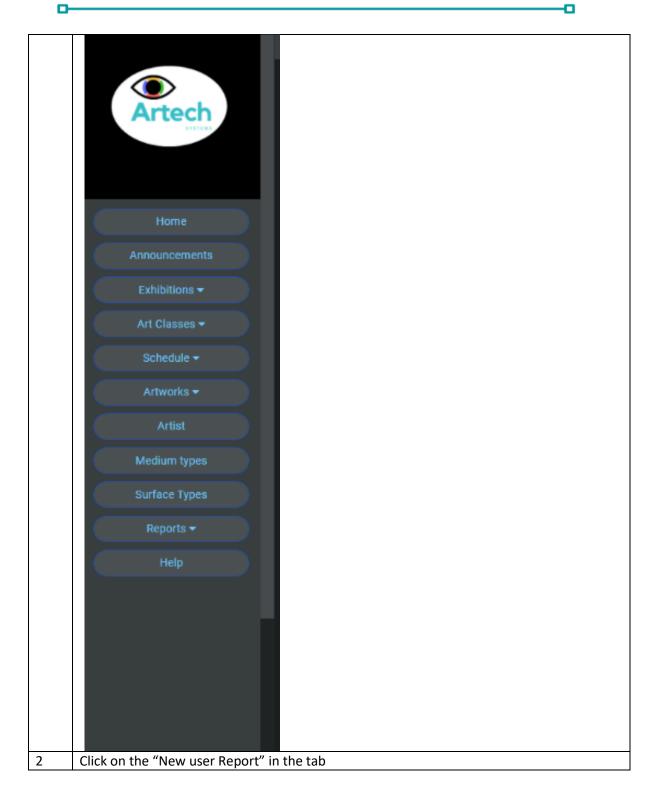
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Start Date	2021/09/09
End Date	2021/09/20

Step	
S	
1	Navigate to the "Reports" tab on the Navigation Bar

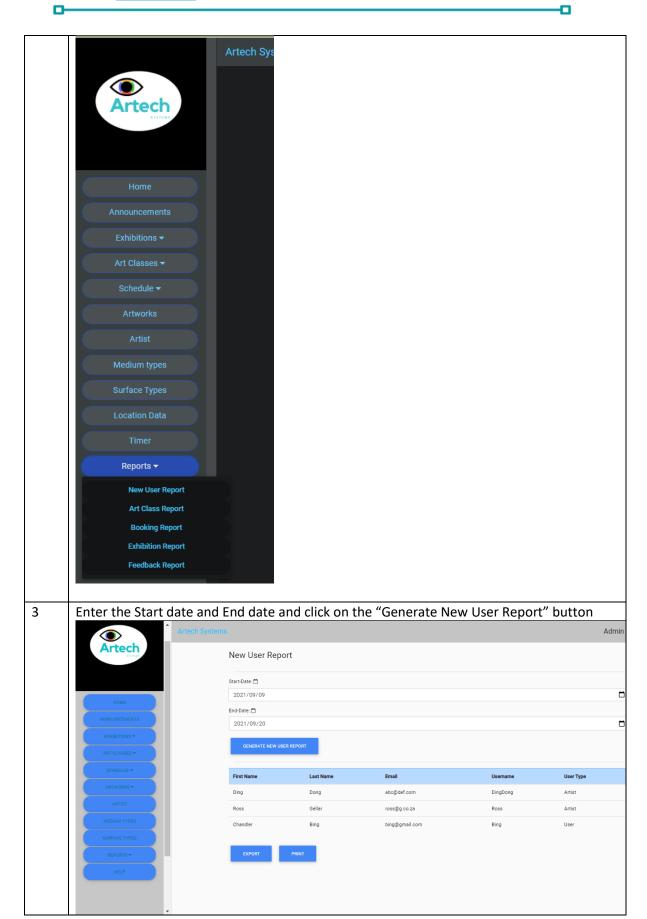
















4 Click on the "Print" button to Print/download the report.

3.3.16.2 Print Booking Report

Objectives:

- 1. Navigate to Reports
- 2. Generate booking report
- 3. Print Report

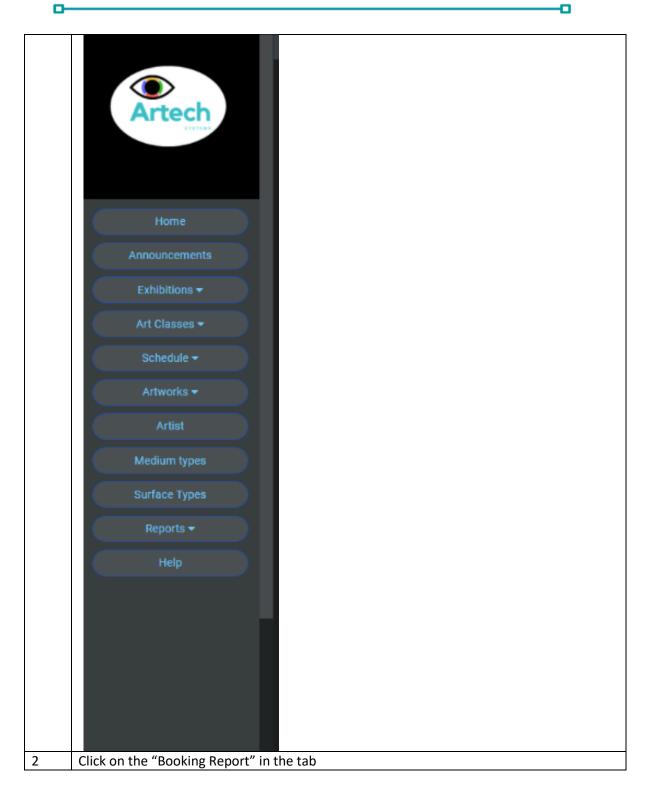
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Select Month	All Year

I	Steps	
	1	Navigate to the "Reports" tab on the Navigation Bar

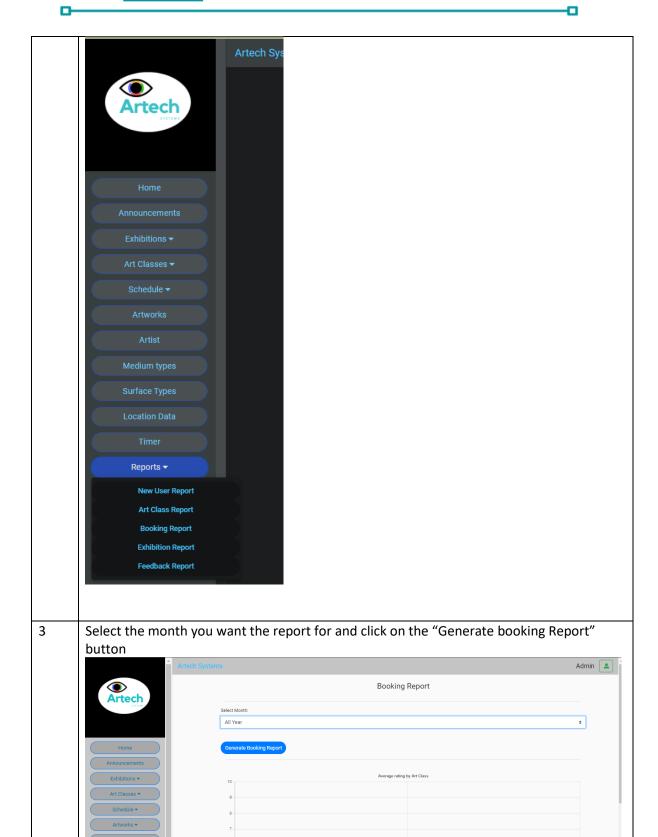
















4	Click on the "Print" button to Print/Download the report

3.3.16.3 Art Class Report

Objectives:

- 1. Navigate to Reports
- 2. Generate Art Class report
- 3. Print Report

Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Art Class	Paintings

Steps	
1	Navigate to the "Reports" tab on the Navigation Bar

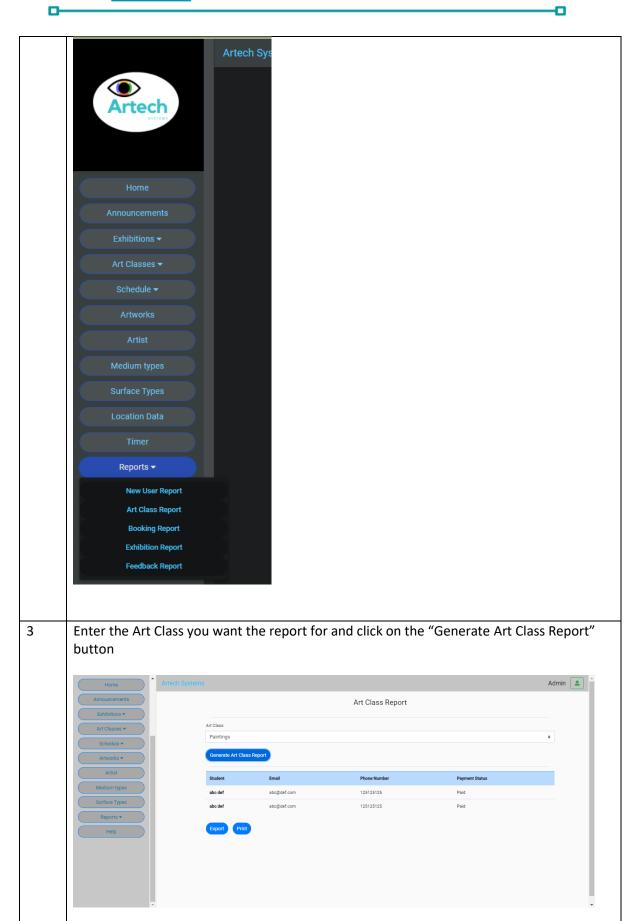
















4 Click on the "Print" button to Print/Download the report

3.3.16.4 Exhibition Report

Objectives:

- 1. Navigate to Reports
- 2. Generate Exhibition report
- 3. Print Report

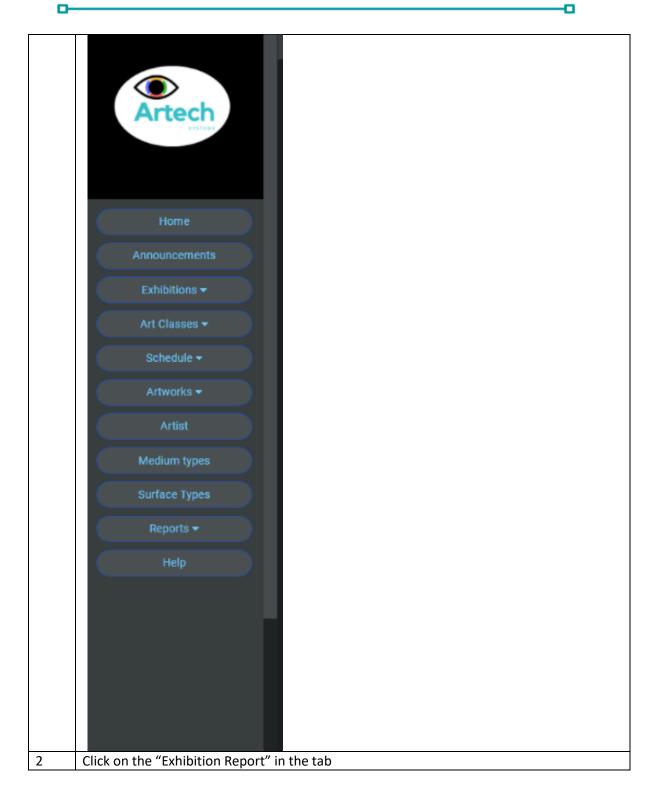
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Exhibition	Exhibition 2

Steps	
1	Navigate to the "Reports" tab on the Navigation Bar

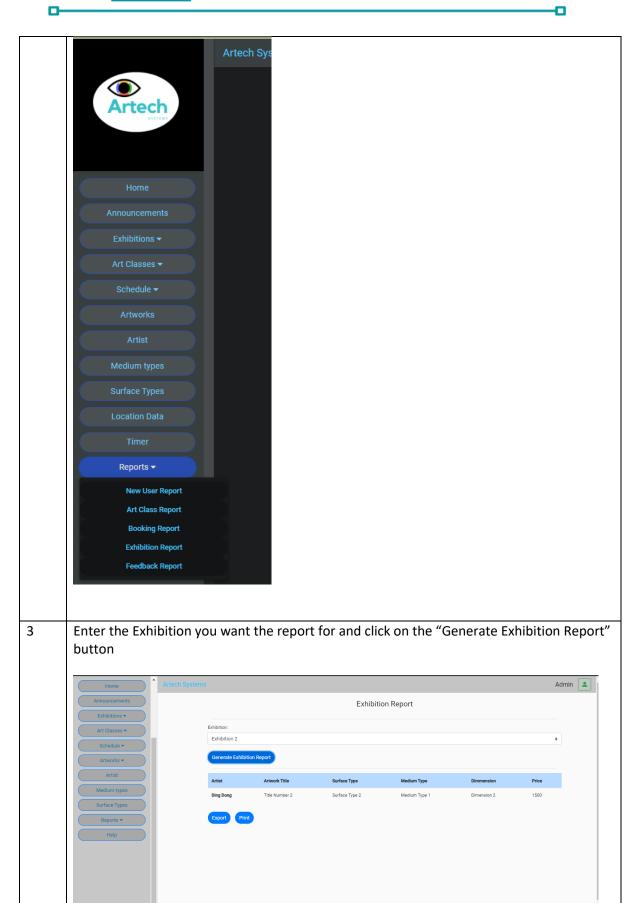
















4 Click on the "Print" button to Print/Download the report

3.3.16.5 Feedback Report

Objectives:

- 1. Navigate to Reports
- 2. Generate Feedback report
- 3. Print Report

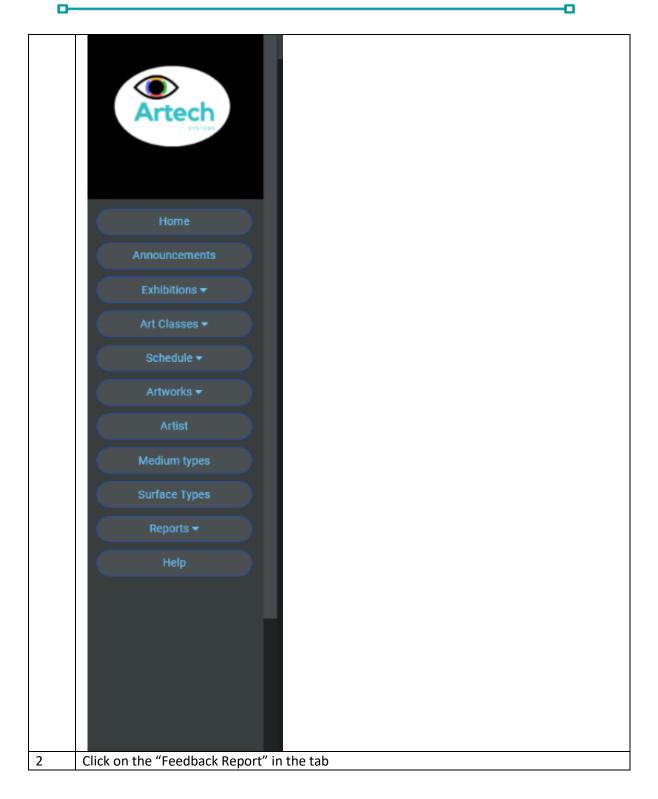
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Select Difficulty Level	All

Steps	
1	Navigate to the "Reports" tab on the Navigation Bar

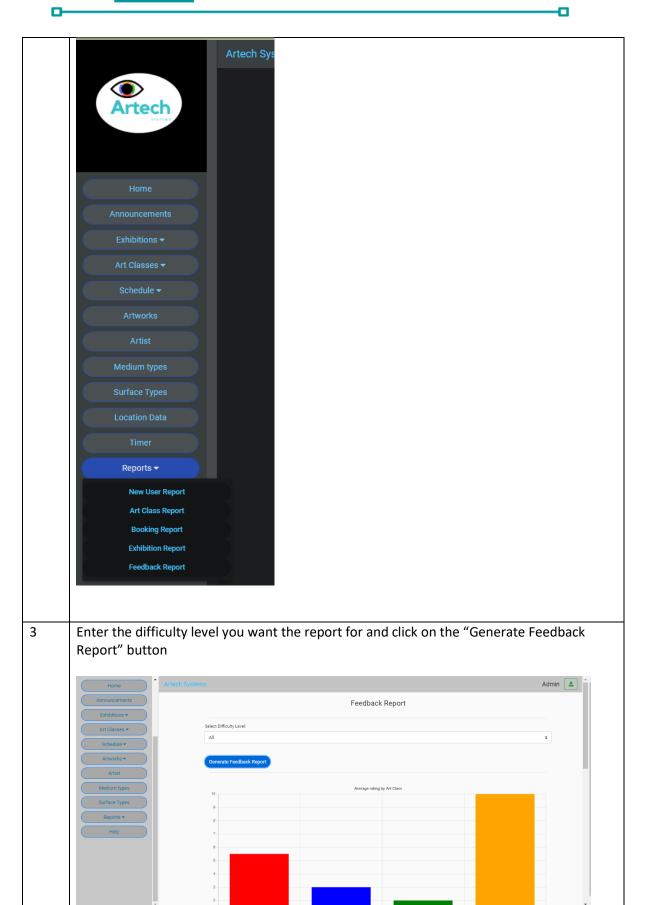






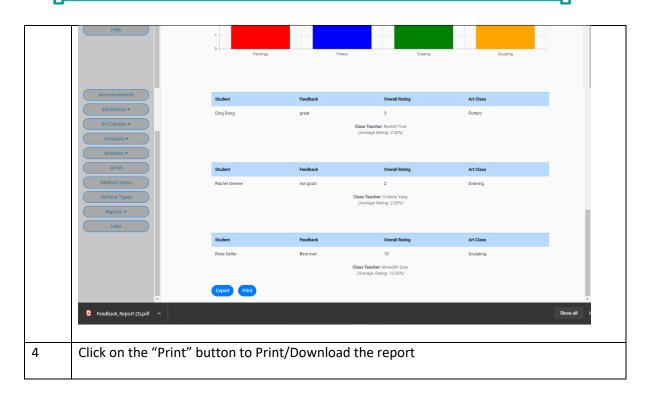












3.4 Conclusion

This Admin side training manual provided a logical walkthrough of the system and its functionality on both the administrative desktop application. The functionality of the system was illustrated by exercises that requires the user to add test data to the system. A list of skills required to use the system, as well as how to acquire these skills, was also included.

4. User Application Website Functionality

4.1 Introduction

The Desktop Application Functionality explains the functionality of the user/artist functioning on the desktop application and includes a logical walkthrough of how it will work by illustrating where input is required and providing test data to demonstrate the process to the user.

4.2 Functionality

All the screens of the user/artist functionalities on the desktop application are displayed in this section.

4.2.1 Artist/User Log in

The login page is the first page to be displayed as shown below:

4.2.1.1 Log in





Objectives:

- 1. Open the desktop application
- 2. Enter your username and Password, and log in.

Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Username	Reinhardt@15
Password	myPassword_21







4.2.2 Registration

Registration into the system is required if you aren't already part of the system.

4.2.2.1 Register as User or Artist

Objectives: Register as Artist/User

- 1. Open the desktop application
- 2. Enter your details and Register

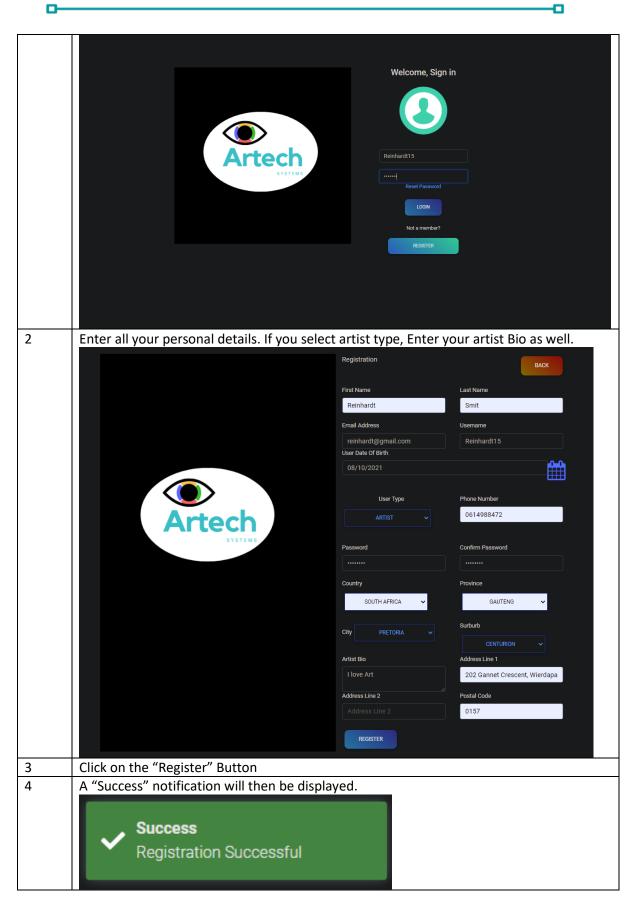
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
First Name	Reinhardt
Last Name	Smit
Email Address	reinhardt@gmail.com
Username	Reinhardt15
User Date of Birth	08/10/2021
User Type	User
Phone Number	05628376789
Password	thisismyPassword_18
Confirm Password	thisismyPassword_18
Country	South Africa
Province	Gauteng
City	Pretoria
Suburb	Centurion
Address Line 1	202 Stone Manor
Address Line 2	46 North Road
Postal Code	0157

Steps	
1	Click on the "Register" button in the log in screen











4.2.3 Art Classes

This functionality is in the Art classes screen that displays all the available Art classes and allows to view specific classes when clicked on the View Class Button. It also provides information on the number of seats available in each class.

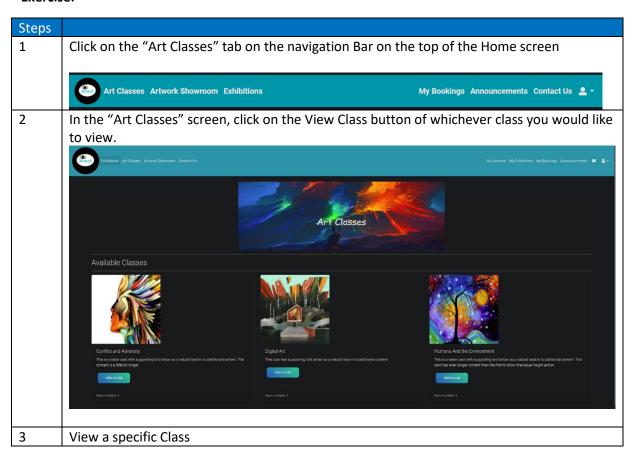
4.2.3.1 View Class

Objectives: View Class

- 1. Navigate to the Art Classes Screen
- 2. View specific Class

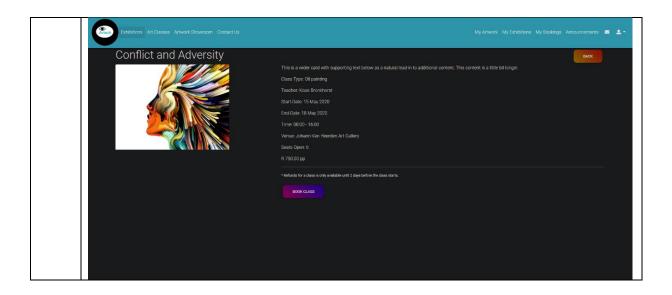
Test data Required to complete this exercise:

None









4.2.4 Book Class

This functionality allows to Make a booking request for a class.

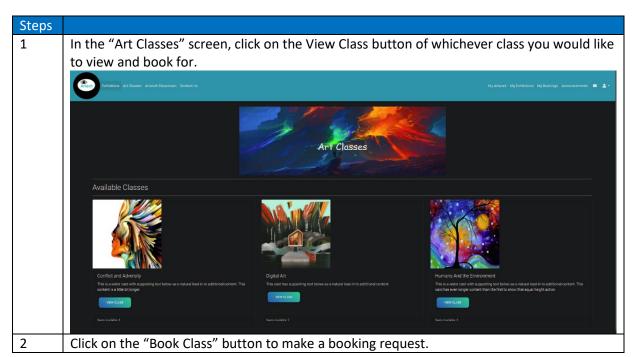
4.2.4.1 Make Booking Request

Objectives: Make Booking Request

- 1. View the class you would like to make the booking request for
- 2. Make Booking request

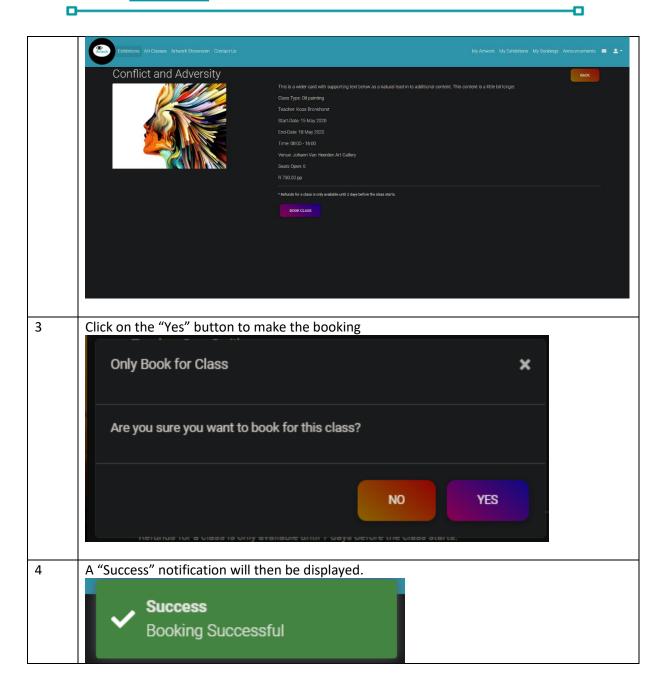
Test data Required to complete this exercise:

None









4.2.4.2 View My Bookings Screen

Objectives:

1. View the booking information.

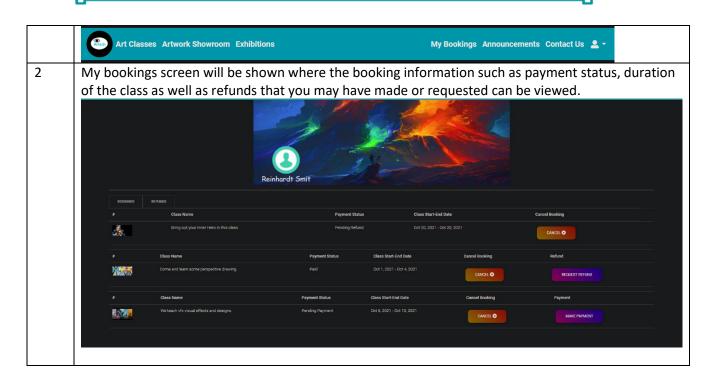
Test data Required to complete this exercise:

None

Steps	
	Click on the "My bookings" tab on the navigation Bar on the top of the Home screen. This will take you to the My bookings page.







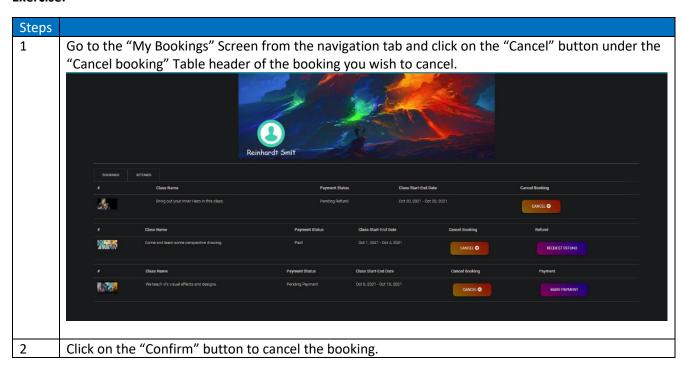
4.2.4.3 Cancel booking

Objectives:

1. Cancel the Booking.

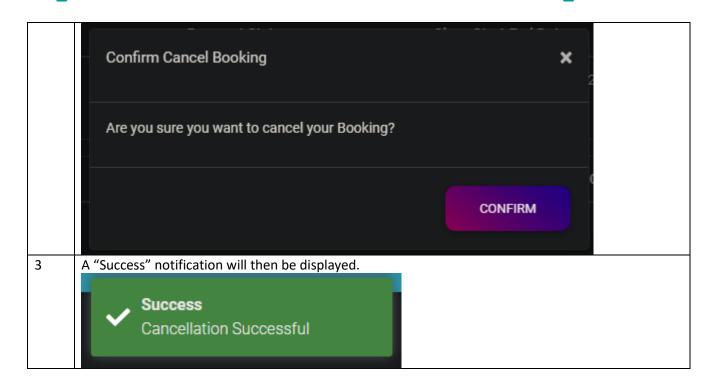
Test data Required to complete this exercise:

None









4.2.4.4 Make Payment

Objectives:

1. Make the payment for the booking.

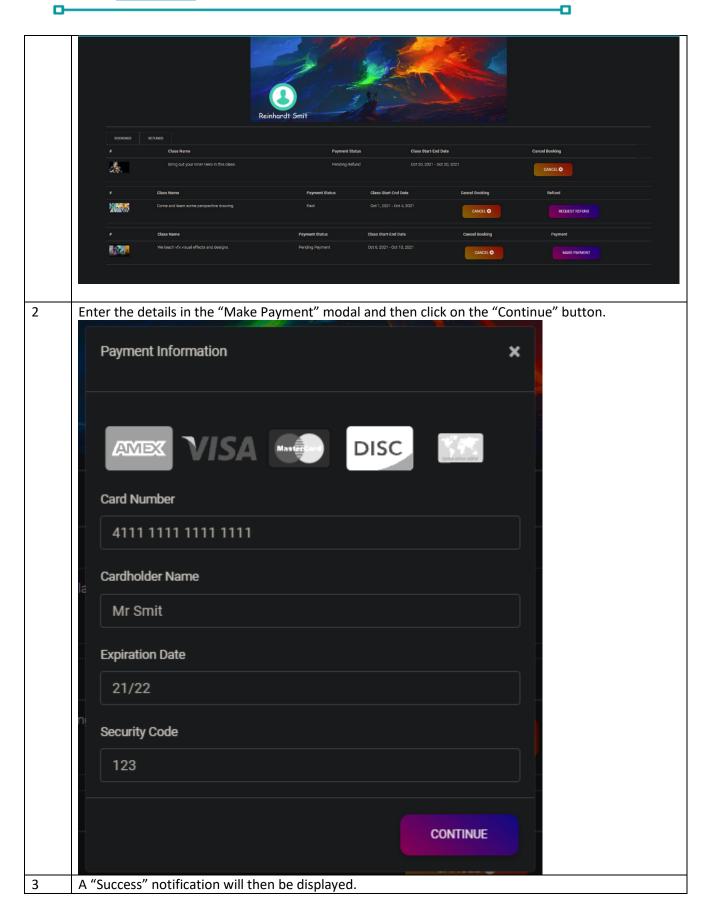
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Card Number	411111111111111
Cardholder Name	Mr Smit
Expiration Date	21/22
Security Code	123

Step	
1	Go to the "My Bookings" Screen from the navigation tab and click on the "Make Payment" button
	under the "Payment" Table header of the booking you wish to cancel.













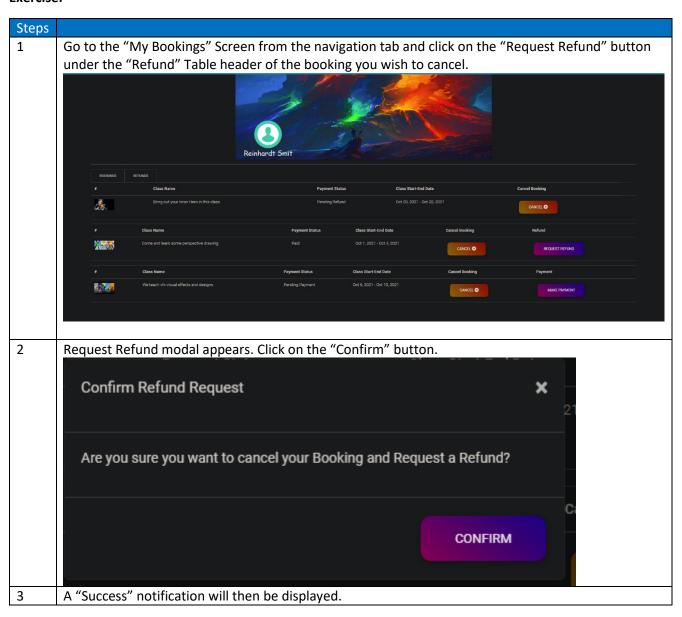
4.2.4.5 Request Refund

Objectives:

1. Make a request for refund.

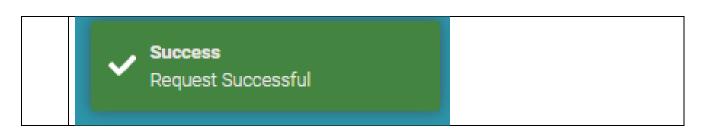
Test data Required to complete this exercise:

None









4.2.5 Artwork Showroom

This functionality allows users to view Artwork Showrooms

4.2.5.1 Artwork Showroom (User)

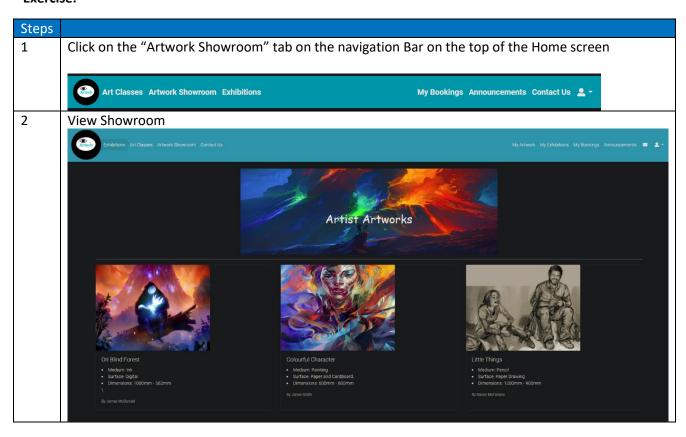
Objectives:

1. View Artwork Showroom

Test data Required to complete this exercise:

None

Exercise:



4.2.5.2 View My Artwork

Objectives:

1. View Artists Artwork (My artwork)

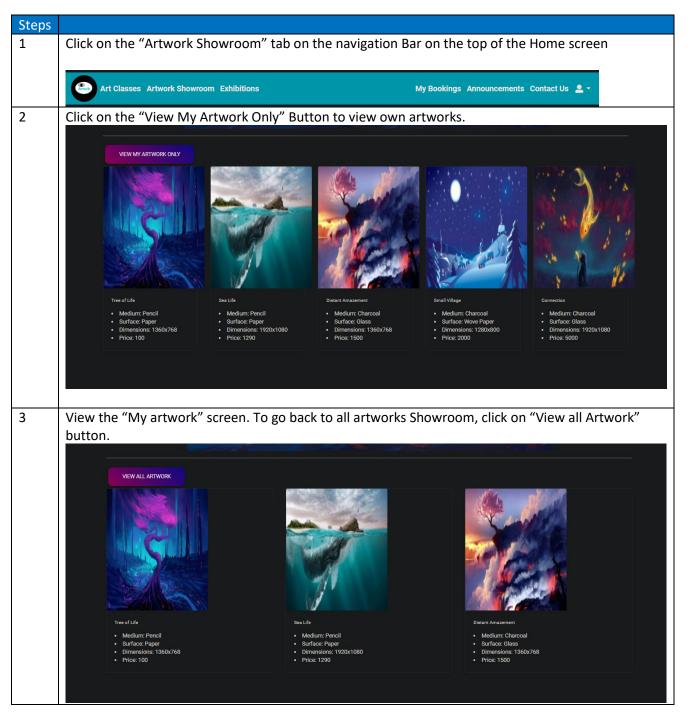
Test data Required to complete this exercise:

None





Exercise:



4.2.6 Announcements

This functionality allows users to view Announcements.

4.2.6.1 View Announcements

Objectives:

1. View announcements

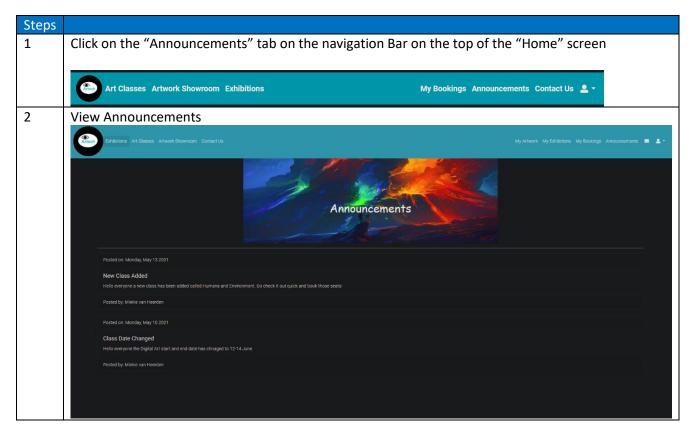
Test data Required to complete this exercise:





None

Exercise:



4.2.7 Contact Us

This functionality shows the Contact Us page that shows the contact details for the Owner of the art gallery, as well as the e-mail.

4.2.7.1 View Contact us Screen

Objectives:

1. View Contact us Screen

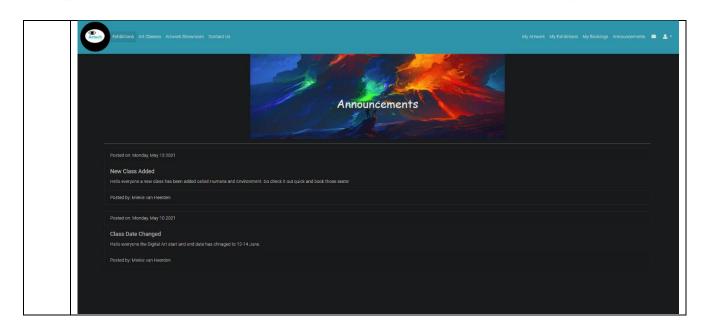
Test data Required to complete this exercise:

None

Steps			
1	Click on the "Contact Us" tab on the navigation Bar on the top of the "Home" screen		
	Art Classes Artwork Showroom Exhibitions	My Bookings Announcements Contact Us 🚨 🕶	
	View "Contact Us" screen		







4.2.8 Exhibitions

This functionality shows the screens involved in the Exhibitions. This is where you can view all the exhibitions as well as apply for exhibitions.

4.2.8.1 View Exhibitions

Objectives:

1. View Exhibitions Screen

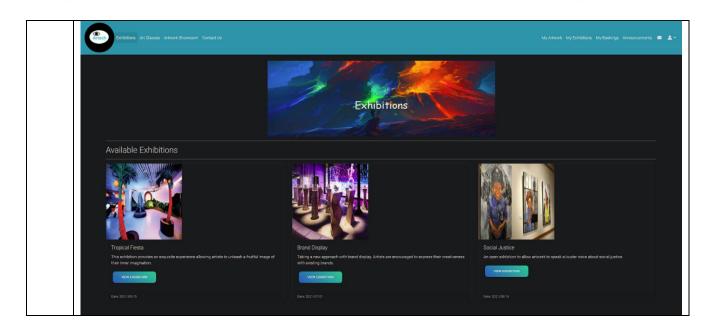
Test data Required to complete this exercise:

None

Steps			
1	Click on the "Exhibitions" tab on the navigation Bar on the top of the "Home" screen		
	Art Classes Artwork Showroom Exhibitions	fy Bookings Announcements	Contact Us 🚨 🕶
2	View "Exhibitions" screen		







4.2.8.2 Apply for Exhibition

Objectives:

- 1. Navigate to view specific Exhibition
- 2. Apply to Exhibition

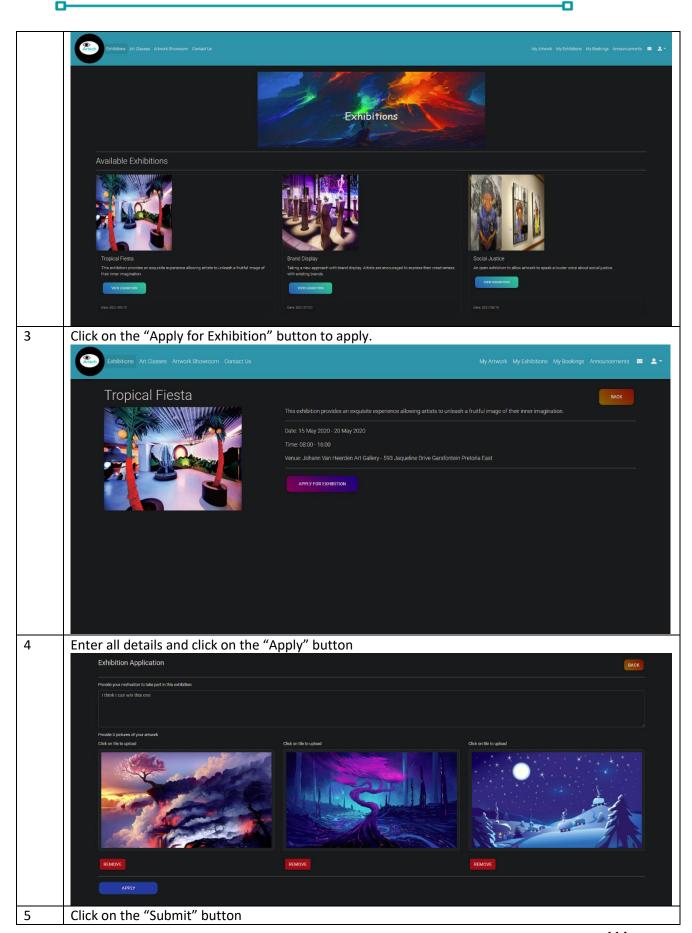
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Motivation	I think I can win this one
Artwork 1	Image1.png
Artwork 2	Image2.png
Artwork 3	Image3.png

Steps			
1	Click on the "Exhibitions" tab on the navigation Bar on the top of the "Home" screen		
	Art Classes Artwork Showroom Exhibitions My Bookings Announcements Contact Us 🚨 🕶		
2	View "Exhibitions" screen and click on the "View Exhibition" button		

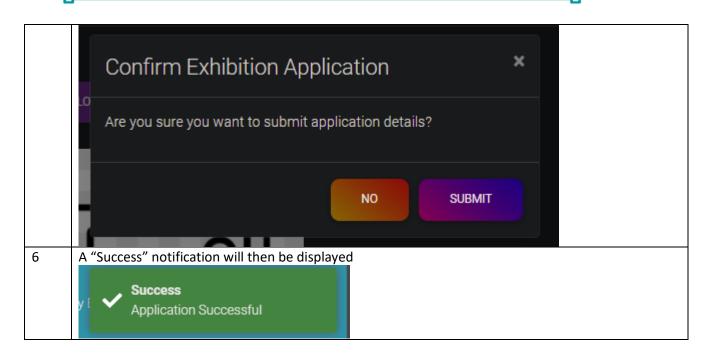












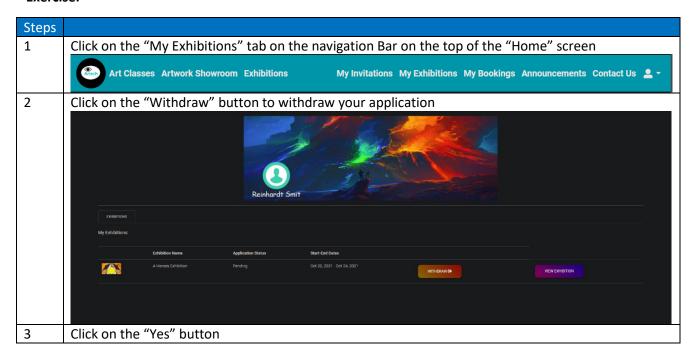
4.2.8.3 Withdraw Exhibition Application

Objectives:

- 1. Navigate to My Exhibitions
- 2. Withdraw Exhibition Application

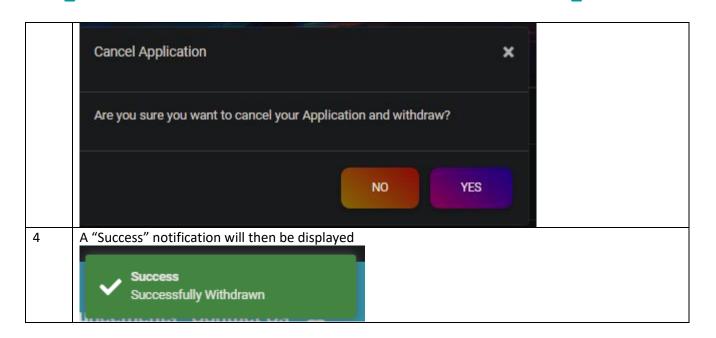
Test data Required to complete this exercise:

None









4.2.8.4 Generate (Add) Tags

This screen consists of the functionality used to generate tags. You click on the Add tag+ button to add tags.

Objectives:

- 1. Navigate to My Exhibitions
- 2. Generate Tag

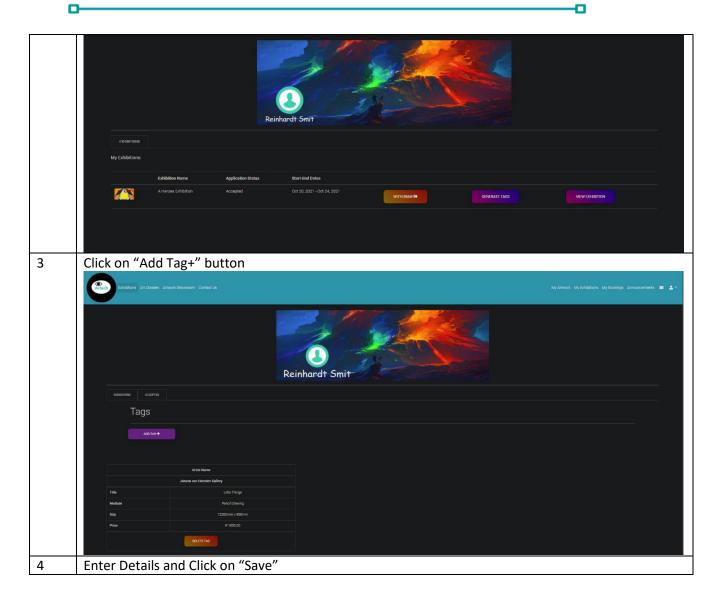
Test data Required to complete this exercise:

Element Description	Test data to be Inserted
Title	Little Things
Medium	Pencil
Dimensions	1220-600
Price	1000



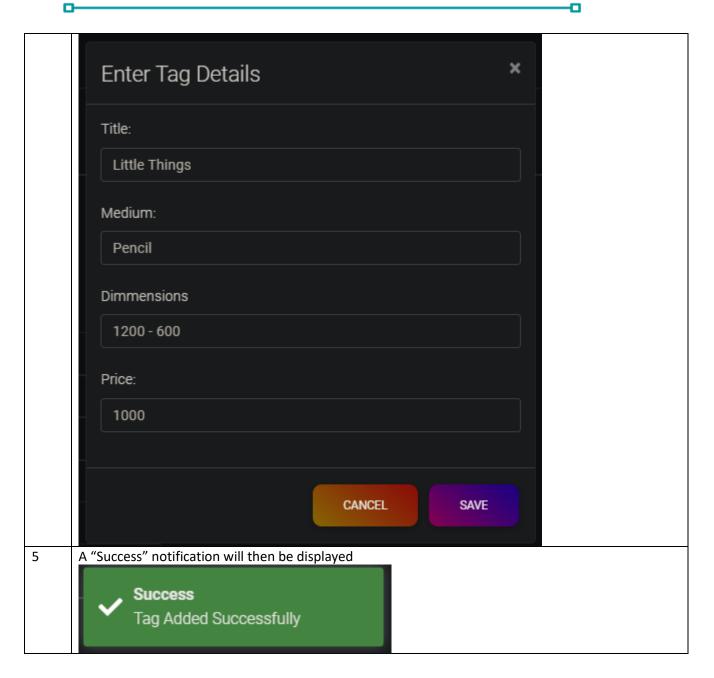












4.2.8.5 Delete Tags

This screen consists of the functionality used to delete tags. You click on Delete Tag button to delete that existing tag.

Objectives:

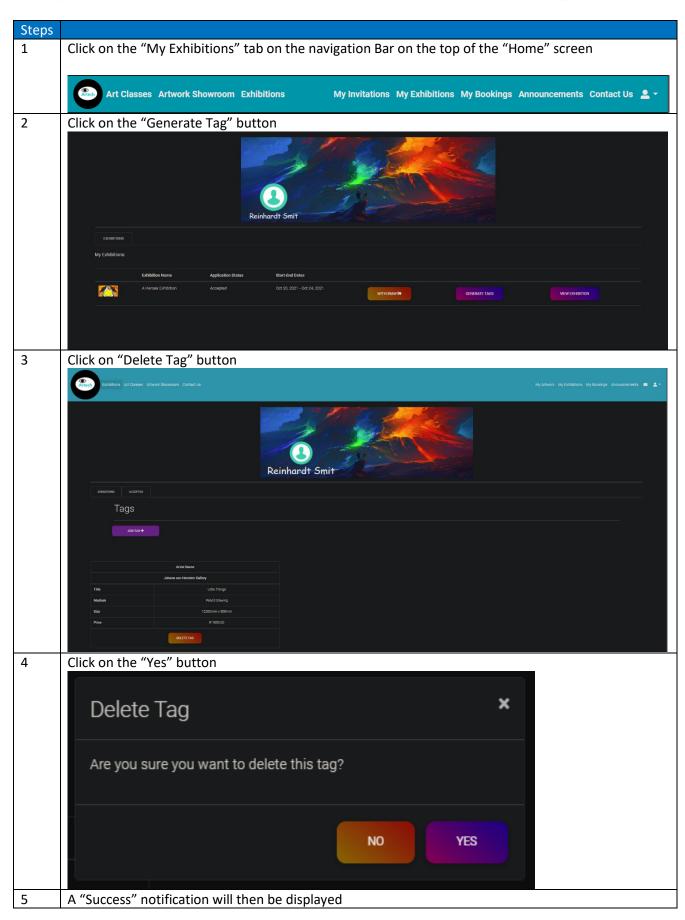
- 1. Navigate to My Exhibitions
- 2. Delete Tag

Test data Required to complete this exercise:

None













4.2.9 Profile Icon

This functionality shows the screens that show the Profile of the user/Artist. This also provides you with an option to log out of the system.

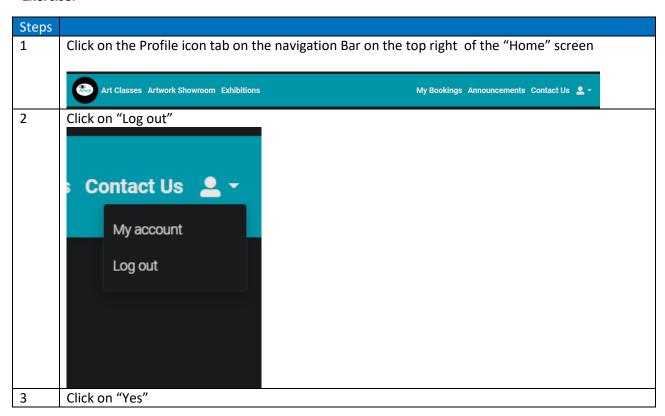
4.2.9.1 Log out

Objectives:

1. Log out of the system

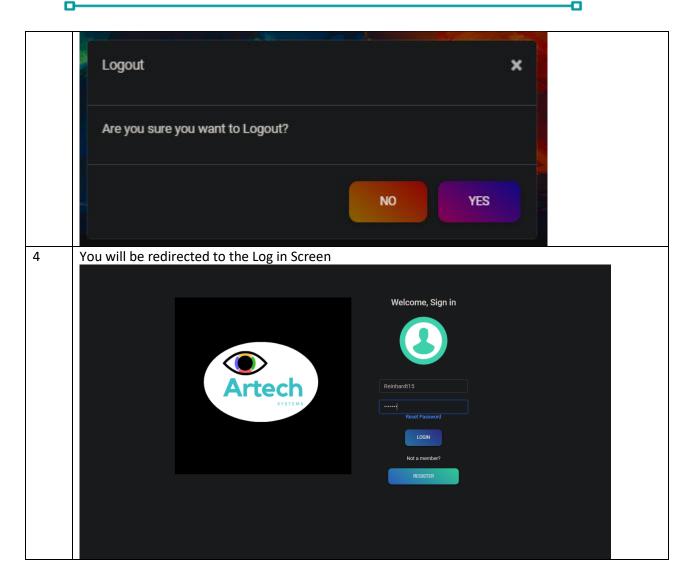
Test data Required to complete this exercise:

None









4.2.9.2 Update User/Artist profile

Objectives:

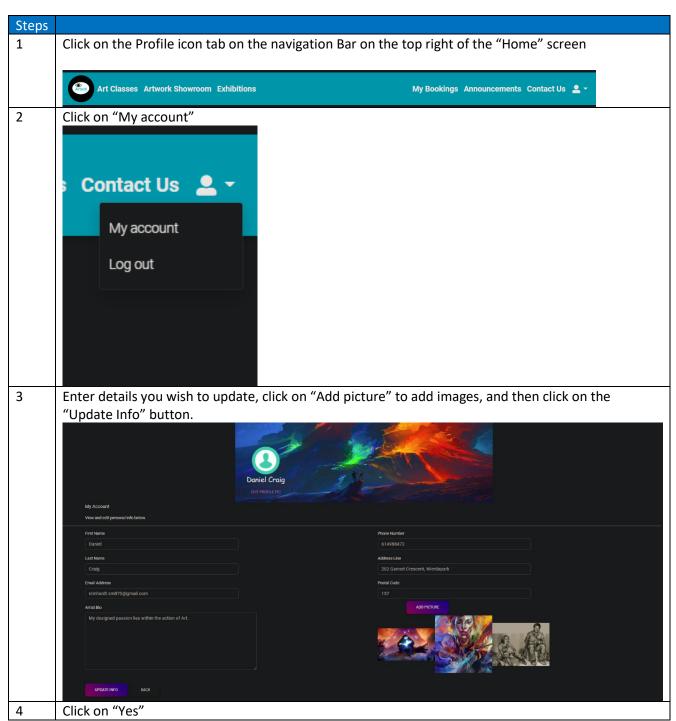
1. Update User/Artist Profile

Test data Required to complete this exercise:

Element Description	Test data to be Inserted
First Name	Daniel
Last Name	Craig
Email Address	Reinhardt.smit70@gmail.com
Artist Bio	My designed passion lies within the action of art
Phone Number	614988472
Address Line	202 Gannet Crescent, Wierdapark
Postal code	157
Image 1	Sky.png
Image 2	Abstract.png

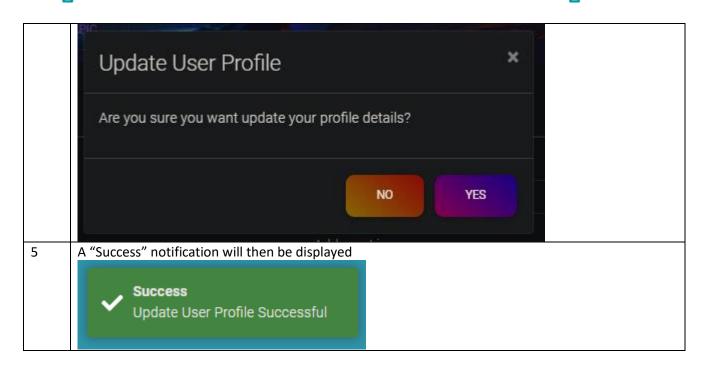












4.3 Conclusion

The Desktop Application Functionality explained the functionality of the user/artist functioning on the desktop application and included a logical walkthrough of how it will work by illustrating where input is required and providing test data to demonstrate the process to the user.

5. Glossary

5.1 Introduction

The glossary contains main terms and terminology used in the desktop application as well as in the administrative website and the user website.

5.2 Glossary

	Term	Definition	Page reference
A	Artwork	Illustrations, photographs or other non- textual material prepared for inclusion in a publication.	58 - 69
	Artist	A person who creates paintings or drawings as a profession or hobby.	69 – 76, 98, 100, 121 - 123
	Artwork Showroom	A page, place or building where visual art is displayed.	109 - 110
	Art Class	A class or group of students who are taught art together	14 – 51, 55, 89 – 92, 92 – 94, 102 - 103
	Admin	The administration of a business, organization.	5-8, 31,





	1		1
	Announcement	A formal public statement about a fact , occurrence or intention.	8-10, 110 – 111
	Application	A formal request to be considered for a	20 – 24, 115 - 116
	Application	•	20 – 24, 113 - 116
		position or to be allowed to have or do	
		something, submitted to authority,	
	_	institution or organization.,	
В	Booking	An act of reserving accommodation , a	86 – 88, 103 - 106
		ticket, a class, etc in advance.	
D	Delete	Remove, obliterate or erase something	17-19, 38 – 41, 48 – 51,
		from the system so that it does not	67 – 69, 78 – 80, 81 –
		appear anymore.	83, 118 - 120
E	Exhibition	A public display of works or art or items	10 – 24, 29, 56 – 58,
		of interest , held in an art gallery or	112 - 120
		museum.	
F	Feedback	Information about reactions to a	95 - 98
		product, a person's performance or	
		system performance of a task.	
М	Medium Type	The different materials that an artist	80 - 83
	,,	utilizes to create artwork.	
Р	Participants	A person who takes part in something	24 – 28
S	Surface Type	The part of the artwork most often	76 - 80
		denied in illusory arts, that is seen	
		though and is not necessarily level.	
	Schedule	A plan for carrying out a process or	54 - 58
		procedure .	
	Search	Try to find something by looking or	12-14, 26 – 28, 31 – 32,
		otherwise seeking carefully and	44 – 45, 74 - 76
		thoroughly	·
R	Refund	Pay back money typically to customer	51 – 54, 108 - 109
		who is unsatisfied.	
T	Tags	A personal signature that contains artist	29 – 31, 116 -120
		name, also known as moniker . Used to	
		identify an artwork .	
	Teacher	A person who teaches , in this case art.	31 – 41
U	Update	Make the function more modern or up	14 – 17, 35 – 37, 45 –
		to date .	48, 62 – 67, 121 - 123

5.3 Conclusion

The glossary contained the most important terminology in the system.

6. Conclusion

This document provided a logical walkthrough of the system and its functionality of both the user and the admin side on the website. The functionality of the system was illustrated by exercises that required the user to add test data to the system. A list of skills required to use the system, as well as how to acquire these skills, was also included.