

Deleting an Existing Friend



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Module Outline



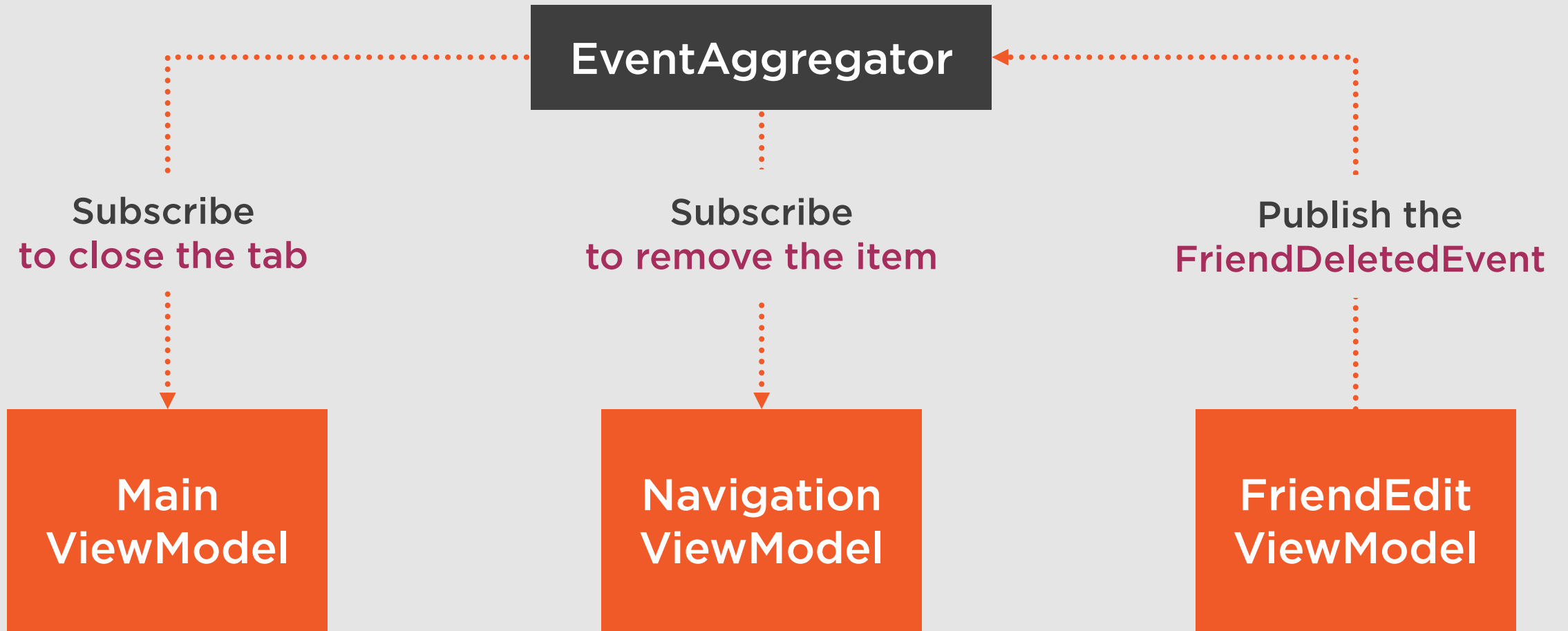
Enable the delete-button

Implement the delete-logic

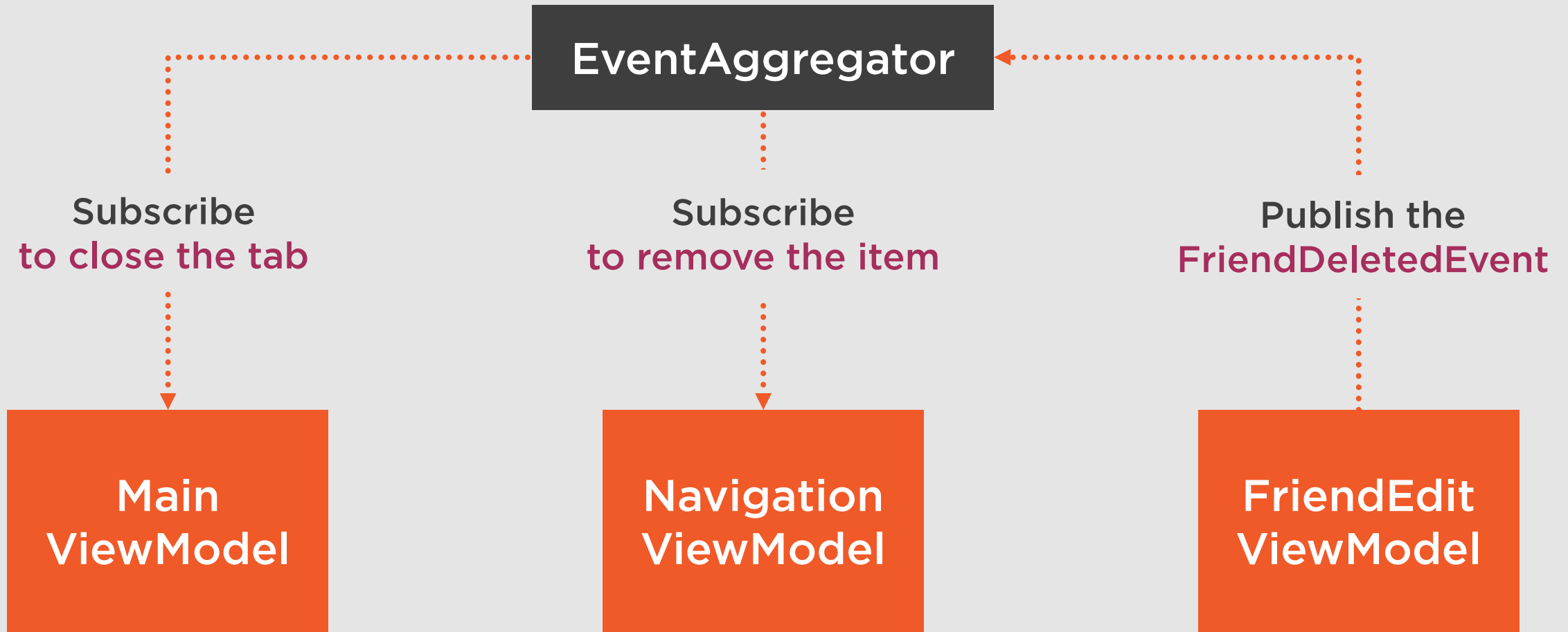
- Delete the Friend
- Refresh the navigation
- Close the tab

Write a lot of Unit Tests

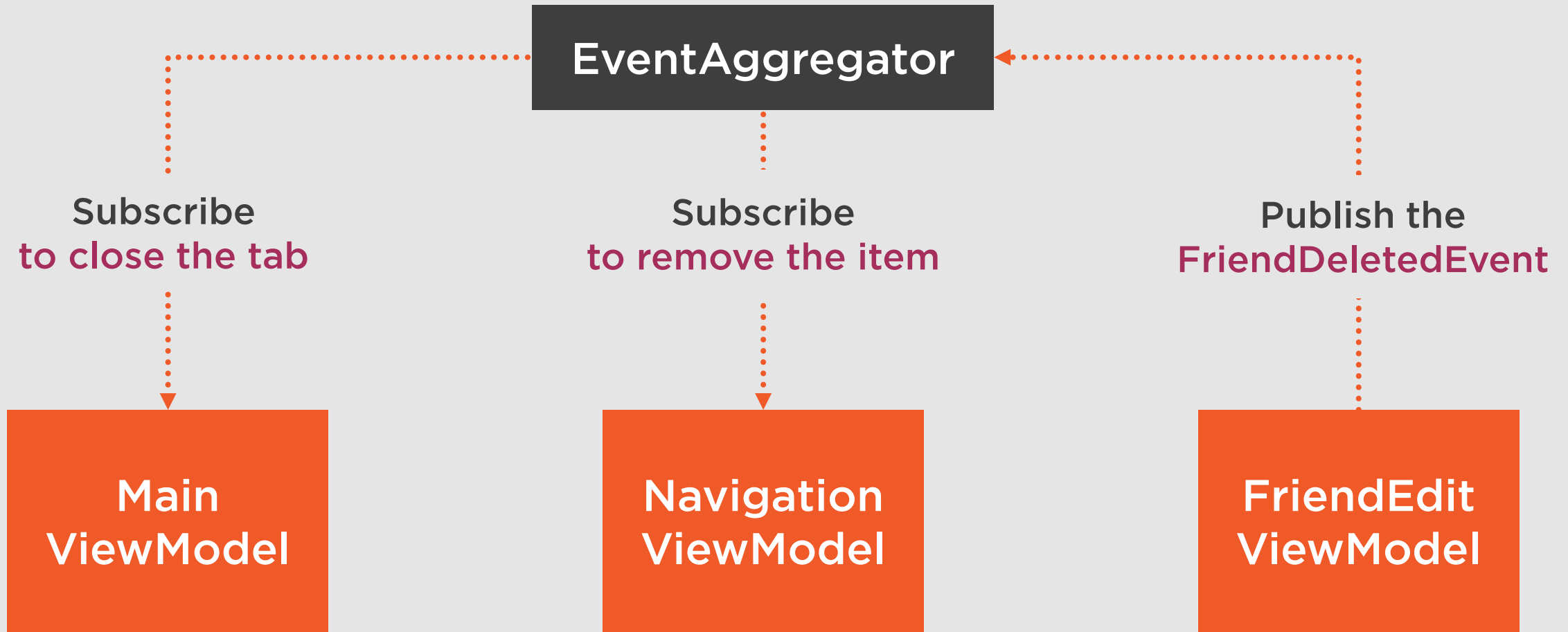
Publish the FriendDeletedEvent After Delete



Refresh the Navigation After Delete



Close the Tab After Delete



Summary



After writing the Unit Test, the implementation is quite simple

Prism's events can easily be used in Unit Tests