Closing Tabs and Saving a Friend

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Module Outline

Close a tab in FriendStorage

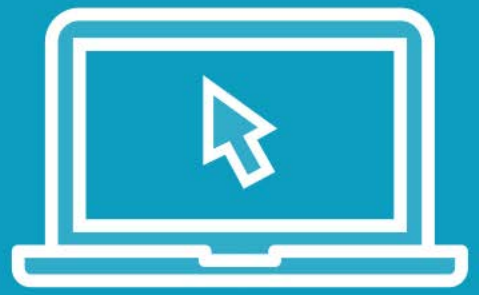
Enable the save-button

Implement the save-logic

Refresh the navigation after saving

Write a lot of Unit Tests

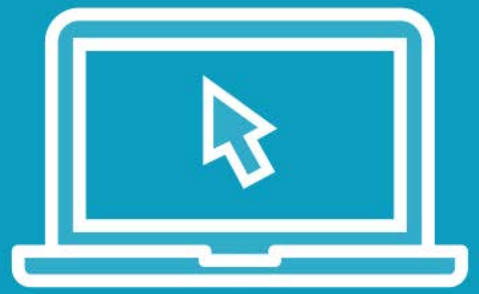
Demo



Enable and disable the Save-button

- Introduce SaveCommand
- Track changes in a FriendWrapper
- Raise the SaveCommand's CanExecuteChanged-event

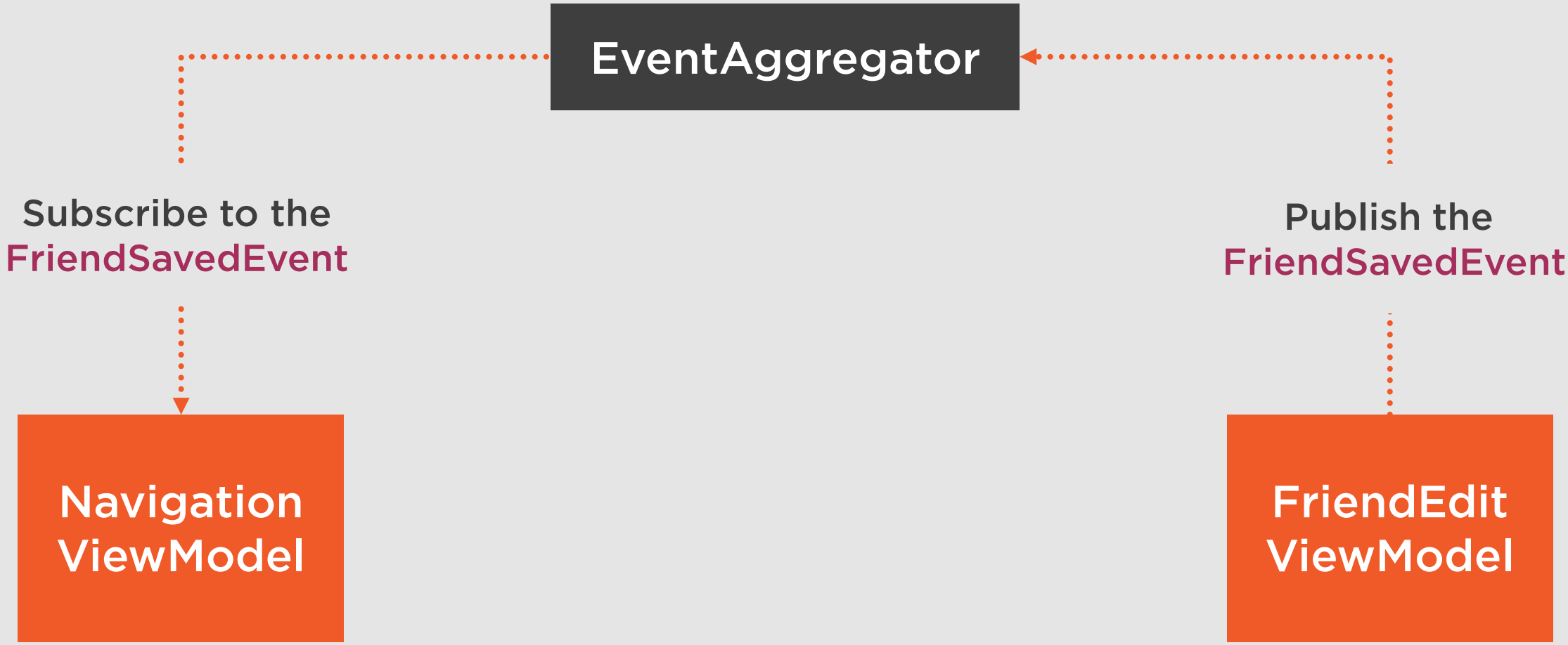
Demo



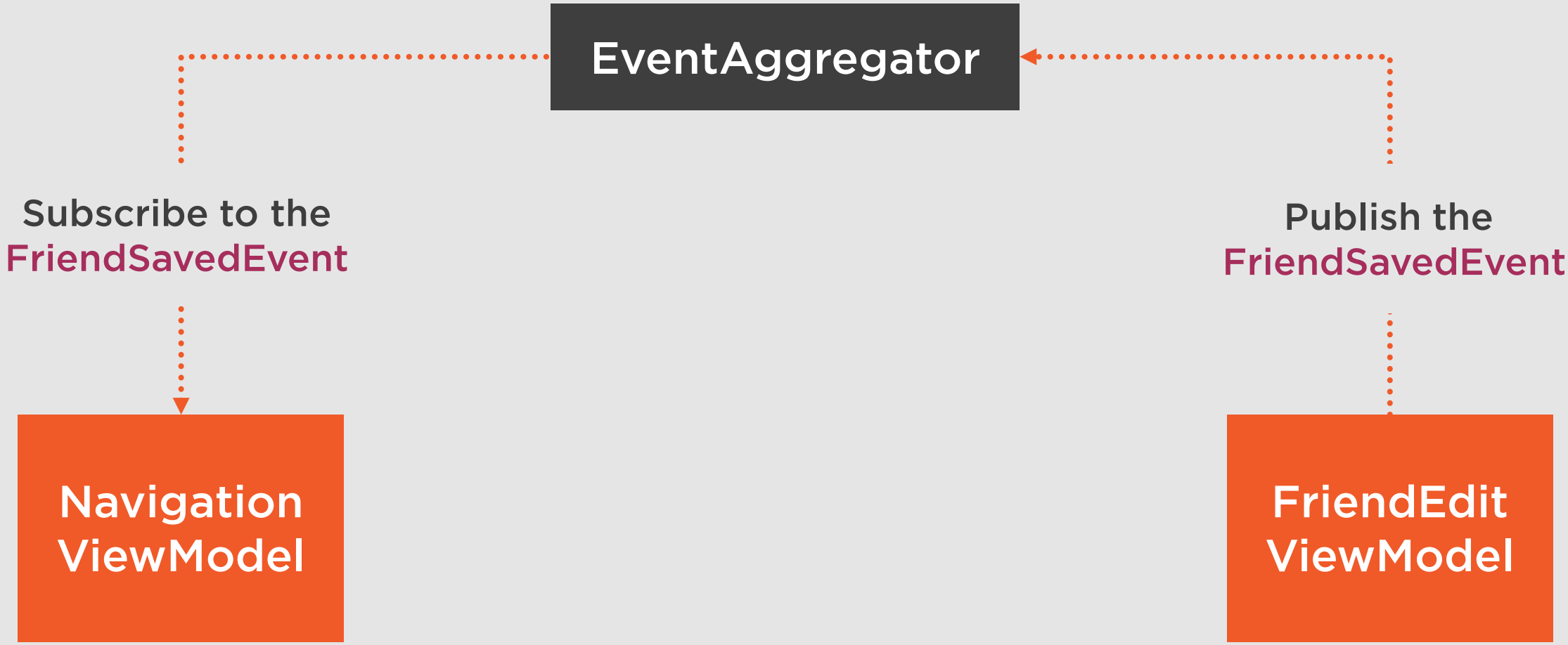
Save a Friend

- Implement the save-logic
- Add and publish a FriendSavedEvent
- Refresh the Friends in the navigation

Publish the FriendSavedEvent After Save



Refresh the Navigation After Save



Summary

Commands with their methods Execute and CanExecute are great for tests

To test the subscription of an event, use the real event-class in your unit test