# Interacting with Dialogs in MVVM



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### Module Outline



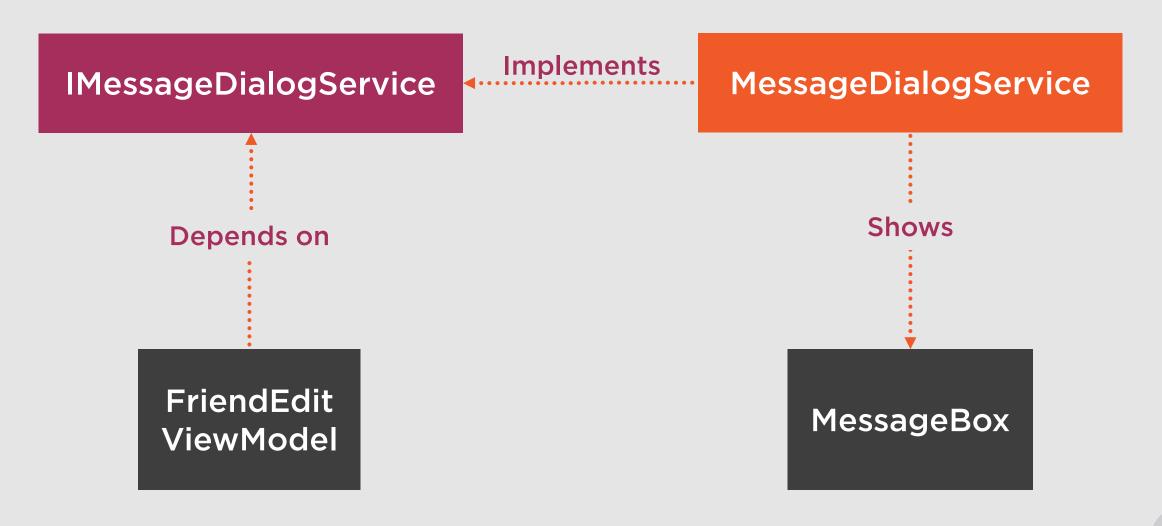
The problem with dialogs in the ViewModel

Display a dialog when deleting a Friend

Display a dialog when closing a tab

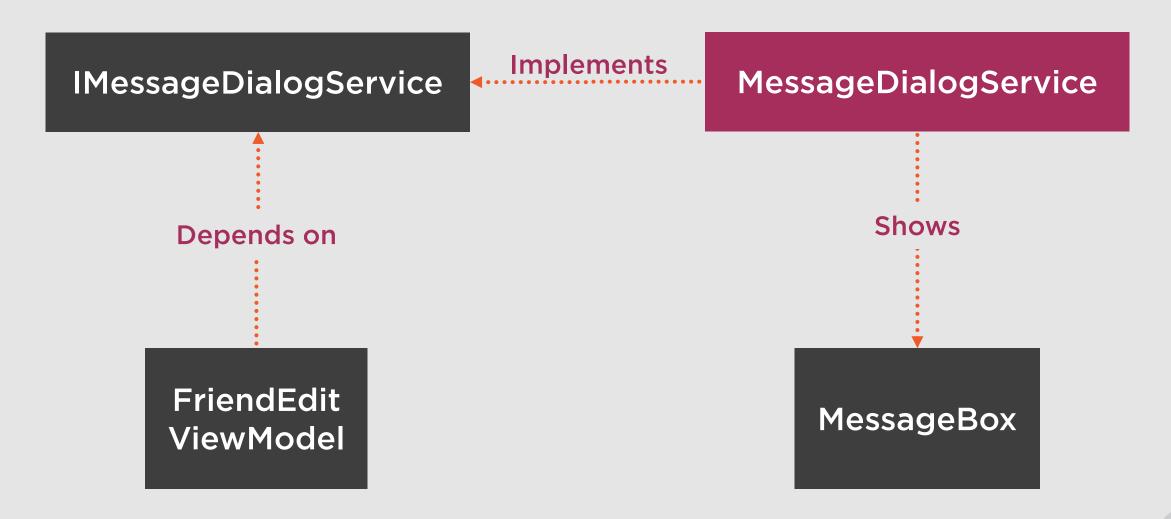


#### Introduce the IMessageDialogService-interface

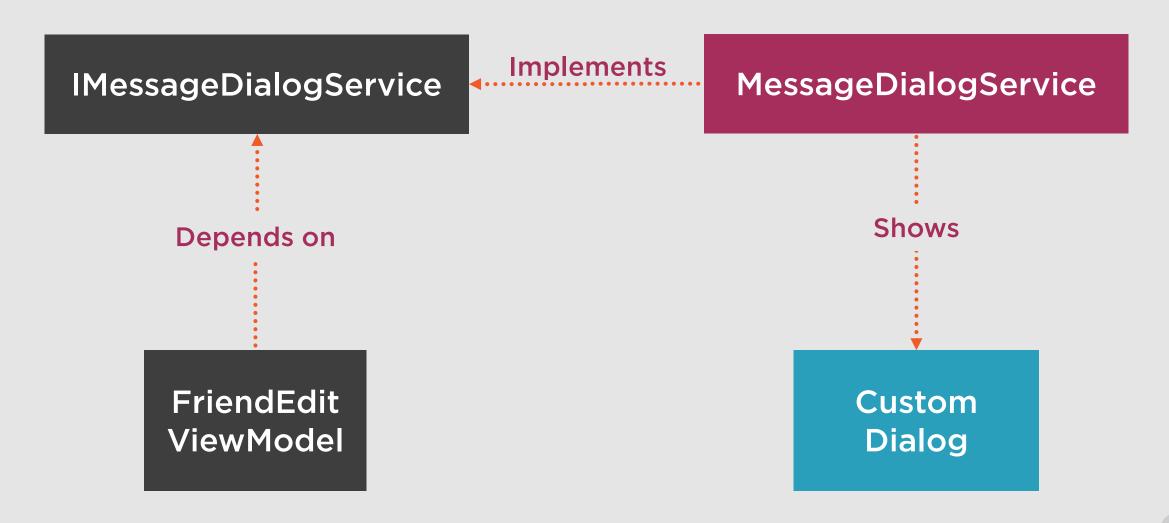




#### Implement the MessageDialogService



#### Use a Custom Dialog





## Course Summary



Writing testable ViewModels means abstracting away dependencies

With Unit Tests you can implement your logic without having the dependencies

Code without tests is bad code

Which courses you could watch next?

- WPF and MVVM: Advanced Model Treatment
- Mocking With Moq
- Several Unit Testing courses

