Client

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1 Declaratie

Subsemnata Traistar Bianca-Ioana, declar pe propria raspundere ca acest cod nu a fost copiat din internet sau din alte surse. Pentru documentare am folosit urmatoarele surse:

- carti: -

- link-uri:`https://docs.microsoft.com/en-us/dotnet/framework/`, `https://www.guru99.com/c-sharp-access-database.html`, `https://profs.info.uaic.ro/~iasimin/csharp_special.html`,

2 Introducere

Proiectul porneste de la ideea de a avea un sistem care poate manevra(adauga, modifica, cauta, sterge, vizualiza etc) fisierele de tip fotografie si cele de tip video. Pornind de la Proiectul 1, s-a creat un proiect de tip Class Library (EF .NET Framework) ce contine definitia si implementarea unui serviciu WCF, serviciu ce va apela metodele din API creat in primul proiect.

Documentatia aceasta va detalia clientul.

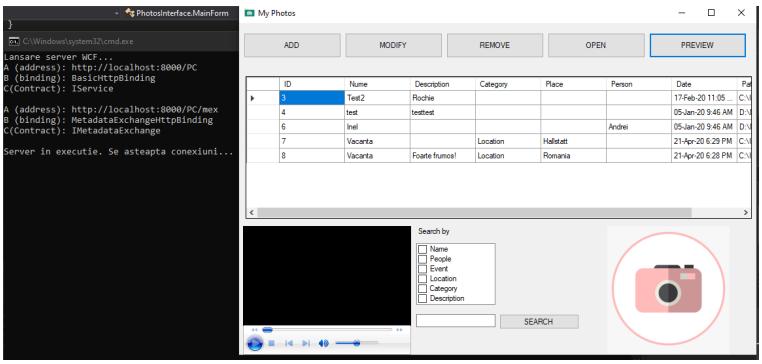

Figure 1: Aplicatie

3 Detalii

In aceasta etapa, proiectul nu se mai foloseste de API-ul din baza de date anterior realizata, ci comunica cu clasa Service ce tine de Host. Host-ul, astfel, apeleaza baza de date.

```
4 references
public PhotosAPI.MyPhotoTable getInfoById(int id)
{
    return base.Channel.getInfoById(id);
}
```

Figure 2: Utilizare

S-a realizat comanda data in laboratorul WCF si EF:

- svcutil http://localhost:8000/PC -out:proxy.cs –config:app.config

In urma acesteia s-au generat cele doua fisiere deja denumite, proxy si app.config, care au fost adaugate la solutia actuala.

```
//     Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// </auto-generated>
//------------------------------------------------------------------------------

namespace PhotosAPI
{
    using System.Runtime.Serialization;


    [System.Diagnostics.DebuggerStepThroughAttribute()]
    [System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization", "4.0.0.0")]
    [System.Runtime.Serialization.DataContractAttribute(Name = "MyPhotoTable", Namespace = "http://schemas.
    17 references
    public partial class MyPhotoTable : object, System.Runtime.Serialization.IExtensibleDataObject
    {

        private System.Runtime.Serialization.ExtensionDataObject extensionDataField;

        private string CategoryField;
```

Figure 3: Fisier proxy

```
<configuration>
  <configSections>
      <!-- For more information on Entity Framework configuration, visit http://go.microsoft.com/fwlink/?LinkID=237468 -->
      <section name="entityFramework"
        type="System.Data.Entity.Internal.ConfigFile.EntityFrameworkSection, EntityFramework, Version=6.0.0.0, Culture=neutral,
        requirePermission="false" />
  </configSections>
  <startup>
      <supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.7.2" />
  </startup>
```

Figure 4: Fisier app.config

Prin intermediul clasei proxy se realizeaza conexiunea intre Host si GUI. GUI apeleaza functii ce se afla in proxy, iar proxy utilizeaza functiile ce sunt in Host.

Legatura dintre cele doua (GUI si Host) se observa in fisierul app.config prin introducerea urmatoarelor setari:

Figure 5: Fisier app.config