

Namespace EasySave.Views

Classes

[BaseView](#)

Vue de l'application

[ConsoleExtention](#)

Console extension class adds additional display functionality

[LangueView](#)

Vue des langues

[View](#)

Vue principale (Menu)

Class BaseView


Namespace: [EasySave.Views](#)

Assembly: EasySave.dll

Vue de l'application

```
public abstract class BaseView
```








Inheritance

[object](#)  ← BaseView

Derived

[LangueView](#), [View](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

Title

```
public abstract string Title { get; }
```

Property Value

[string](#) 

Methods

Run()

Lance le deroulement de la vue dans l'interface de maniere procedurale

```
public abstract void Run()
```


Class ConsoleExtention


Namespace: [EasySave.Views](#)

Assembly: EasySave.dll








Console extension class adds additional display functionality

```
public static class ConsoleExtention
```

Inheritance

[object](#)  ← ConsoleExtention

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

Clear()

Clear the console and set the input to -1

```
public static void Clear()
```

ReadFile(string, Regex, string)

Read a file with GTK CrossPlatform interface if it fail open classic Console Interface

```
public static string ReadFile(string pDescription, Regex pRegexExtentions = null, string  
pCurrentFolder = null)
```

Parameters

pDescription [string](#) 

Description for the interface

pRegexExtentions [Regex](#)

pCurrentFolder [string](#)

Returns

[string](#)

return the selected file full path

ReadFolder(string)

Read a folder with GTK CrossPlatform interface if it fail open classic Console Interface

```
public static string ReadFolder(string pDescription)
```

Parameters

pDescription [string](#)

Description for the interface

Returns

[string](#)

return the selected folder full path

ReadResponse(string, Regex?, Func<string, bool>)

Read user input char by char

```
public static string ReadResponse(string pMessage, Regex? pRegex = null, Func<string, bool>  
pIsValid = null)
```

Parameters

pMessage [string](#)

Message to loop through if the user makes an input error

pRegex [Regex](#)

Regex permettant de valider l'entrée utilisateur

pIsValid [Func](#) <[string](#), [bool](#)>

Fonction qui prend un string en paramètre et valide l'entrée utilisateur

Returns

[string](#)

user input

Remarks

Mahmoud Charif - 05/02/2024 - Création

WriteLineError(string)

Write line a error in red

```
public static void WriteLineError(string pMessage)
```

Parameters

pMessage [string](#)

message to write

WriteLineSelected(string)

Write a default message + input

```
public static void WriteLineSelected(string pInput)
```

Parameters

pInput [string](#)

WriteLineSucces(string)

Write line a succes in green

```
public static void WriteLineSucces(string pMessage)
```

Parameters

pMessage [string](#)

message to write

WriteLineWarning(string)

WriteLine the message Warning in DarkYellow

```
public static void WriteLineWarning(string pMessage)
```

Parameters

pMessage [string](#)

message to write

WritePath(string)

Write Path with UNC Format in yellow

```
public static void WritePath(string pPath)
```

Parameters

pPath [string](#)

path to write

WriteSubtitle(string, ConsoleColor)

WriteSubTitle

```
public static void WriteSubtitle(string pSubtitle, ConsoleColor pColor  
= ConsoleColor.DarkGray)
```

Parameters

pSubtitle [string](#)

subvtitle

pColor [ConsoleColor](#)

couleur du subtitle

WriteTitle(string, ConsoleColor)

Write a personalized Title with separator

```
public static void WriteTitle(string pTitle, ConsoleColor pColor = ConsoleColor.White)
```

Parameters

pTitle [string](#)

Title to write

pColor [ConsoleColor](#)

Class LangueView

Namespace: [EasySave.Views](#)

Assembly: EasySave.dll

Vue des langues

```
public class LangueView : BaseView
```

Inheritance

[object](#)  ← [BaseView](#) ← LangueView

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

LangueView(LangueViewModel)

```
public LangueView(LangueViewModel pJobVm)
```

Parameters

pJobVm [LangueViewModel](#)

Properties

Title

```
public override string Title { get; }
```

Property Value

[string](#) 

Methods

ListLanguage()

Liste les langue disponibles

```
public void ListLanguage()
```

Run()

Lance la selection du language

```
public override void Run()
```

Class View

Namespace: [EasySave.Views](#)

Assembly: EasySave.dll

Vue principale (Menu)

```
public class View : BaseView
```

Inheritance

[object](#)  ← [BaseView](#) ← View

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

View()

```
public View()
```

Properties

Menu

Chaîne de caractères contenant le menu

```
public string Menu { get; }
```

Property Value

[string](#) 

Title

Titre affiché pour l'application

```
public override string Title { get; }
```

Property Value

[string](#) 

Methods

Run()

Start the main program

```
public override void Run()
```

Namespace LogsModels

Classes

[CLogBase](#)

Log de base

[CLogDaily](#)

Classe de log journalier

[CLogState](#)

Classe de journal d'état représentant l'état de transfert d'une liste de fichiers

Interfaces

[IPath](#)

Interface IPath

Class CLogBase


Namespace: [LogsModels](#)

Assembly: LogsModels.dll

Log de base

```
[DataContract]  
public abstract class CLogBase : IPath
```

Inheritance

[object](#)  ← CLogBase








Implements

[IPath](#)

Derived

[CLogDaily](#), [CLogState](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

Date

Date of the log

```
public virtual DateTime Date { get; set; }
```

Property Value

[DateTime](#) 

Name

Name of the Log

```
public virtual string Name { get; set; }
```

Property Value

[string](#)

SourceDirectory

Source directory

```
public virtual string SourceDirectory { get; set; }
```

Property Value

[string](#)

TargetDirectory

Target directory

```
public virtual string TargetDirectory { get; set; }
```

Property Value

[string](#)

TotalSize

Total transfer file size

```
public virtual double TotalSize { get; set; }
```

Property Value

[double](#)

Class CLogDaily

Namespace: [LogsModels](#)

Assembly: LogsModels.dll

Classe de log journalier

```
public class CLogDaily : CLogBase, IPath
```








Inheritance

[object](#)  ← [CLogBase](#) ← CLogDaily

Implements

[IPath](#)

Inherited Members

[CLogBase.Name](#) , [CLogBase.Date](#) , [CLogBase.TotalSize](#) , [CLogBase.SourceDirectory](#) ,
[CLogBase.TargetDirectory](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  ,
[object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  ,
[object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

TransfertTime

Temps de transfert en milliseconde

```
public double TransfertTime { get; set; }
```

Property Value

[double](#) 

Class CLogState

Namespace: [LogsModels](#)

Assembly: LogsModels.dll

Classe de journal d'état représentant l'état de transfert d'une liste de fichiers

```
[DataContract]  
public class CLogState : CLogBase, IPath
```








Inheritance

[object](#)  ← [CLogBase](#) ← CLogState

Implements

[IPath](#)

Inherited Members

[CLogBase.Date](#) , [CLogBase.TotalSize](#) , [CLogBase.SourceDirectory](#) , [CLogBase.TargetDirectory](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

CLogState()

Constructeur de CLogState

```
public CLogState()
```

Properties

ElapsedMilisecond

Nombre de millisecondes écoulées

```
public long ElapsedMilisecond { get; set; }
```

Property Value

[long](#)

EligibleFileCount

Nombre de fichier eligible au deplacement (Nombre de fichier Total)

```
public int EligibleFileCount { get; set; }
```

Property Value

[int](#)

IsActive

Indique si le job est actif ou non

```
public bool IsActive { get; set; }
```

Property Value

[bool](#)

Name

Name of the Log

```
public override string Name { get; set; }
```

Property Value

[string](#)

RemainingFiles

Nombre de fichier restant

```
public int RemainingFiles { get; set; }
```

Property Value

[int](#)

Interface IPath

Namespace: [LogsModels](#)

Assembly: LogsModels.dll

Interface IPath

```
public interface IPath
```

Properties

SourceDirectory

Répertoire source

```
string SourceDirectory { get; set; }
```

Property Value

[string](#) 

TargetDirectory

Répertoire cible

```
string TargetDirectory { get; set; }
```

Property Value

[string](#) 

Namespace Models

Classes

[CLangue](#)

Classe de la langue de l'application

[CSettings](#)

Classe des settings de l'application permettant le chargement et la sauvegarde des parametres de l'utilisateur

Class CLangue

Namespace: [Models](#)

Assembly: Models.dll

Classe de la langue de l'application

```
[DataContract]  
public class CLangue
```

Inheritance

[object](#) ← CLangue

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

CLangue()

Constructeur de la classe CLangue Init the language with the installed culture of the operating system

```
public CLangue()
```

Properties

Languages

Dictionnaire de langues disponible dans l'application

```
public Dictionary<int, string> Languages { get; set; }
```

Property Value

[Dictionary](#) <[int](#), [string](#)>

SelectedCulture

```
public string SelectedCulture { get; set; }
```

Property Value

[string](#) 


Methods

SetLanguage(string)

Set the current UI culture

```
public bool SetLanguage(string pCultureInfo)
```

Parameters

pCultureInfo [string](#) 

give a number

Returns

[bool](#) 

true if the language was changed

Class CSettings

Namespace: [Models](#)

Assembly: Models.dll








Classe des settings de l'application permettant le chargement et la sauvegarde des parametres de l'utilisateur

```
[DataContract]  
public class CSettings
```

Inheritance

[object](#)  ← CSettings

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

Instance

```
public static CSettings Instance { get; }
```

Property Value

[CSettings](#)

JobConfigFolderPath

Emplacement du répertoire dans lequel le fichier de configuration du travail est stocké

```
public string JobConfigFolderPath { get; set; }
```

Property Value

[string](#) 

JobDefaultConfigPath

Emplacement par défaut du répertoire dans lequel le fichier de configuration du travail est stocké

```
public string JobDefaultConfigPath { get; set; }
```

Property Value

[string](#) 

Langue

Langue préféré de l'utilisateur

```
public CLangue Langue { get; set; }
```

Property Value

[CLangue](#)

Methods

~CSettings()

```
protected ~CSettings()
```

LoadJobsFile(string)

Charge la liste des jobs depuis un fichier

```
public CJobManager LoadJobsFile(string pPath = null)
```

Parameters

pPath [string](#) 

Chemin du fichier de configuration. Null pour le fichier par défaut.

Returns

[CJobManager](#)

Instance du gestionnaire de jobs chargé

LoadSettings()

Chargement des paramètres à partir d'un fichier json

```
public void LoadSettings()
```

SaveSettings()

Enregistrer les paramètres dans un fichier json

```
public void SaveSettings()
```

Namespace Models.Backup

Classes

[CJob](#)

Représente un travail/tâche à exécuter

[CJobManager](#)

Gestionnaire de jobs

Enums

[ETypeBackup](#)

Enumeration du type de backup

Class CJob

Namespace: [Models.Backup](#)

Assembly: Models.dll

Représente un travail/tâche à exécuter

```
[DataContract]  
public class CJob : IPath
```







Inheritance

[object](#)  ← CJob

Implements

[IPath](#)

Inherited Members

[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

CJob(string, string, string, ETypeBackup)

Constructeur de job

```
public CJob(string pName, string pSourceDirectory, string pTargetDirectory,  
ETypeBackup pTypeBackup)
```

Parameters

pName [string](#) 

Nom du job

pSourceDirectory [string](#) 

Chemin source

pTargetDirectory [string](#)

Chemin destination

pTypeBackup [ETypeBackup](#)

Type de sauvegarde

Remarks

Mahmoud Charif - 30/01/2024 - Création

Properties

BackupType

Type de sauvegarde

```
public ETypeBackup BackupType { get; set; }
```

Property Value

[ETypeBackup](#)

Name

Nom du job de sauvegarde

```
public string Name { get; set; }
```

Property Value

[string](#)

SourceDirectory

Répertoire source à sauvegarder

```
public string SourceDirectory { get; set; }
```

Property Value

[string](#)

TargetDirectory

Répertoire cible de la sauvegarde

```
public string TargetDirectory { get; set; }
```

Property Value

[string](#)

Methods

Equals(object?)

Determines whether the specified object is equal to the current object.

```
public override bool Equals(object? obj)
```

Parameters

obj [object](#)

The object to compare with the current object.

Returns

[bool](#)

[true](#) if the specified object is equal to the current object; otherwise, [false](#).

Run(SauveJobs)

Lance l'exécution du job de sauvegarde

```
public void Run(SauveJobs pSauveJobs)
```

Parameters

pSauveJobs [SauveJobs](#)

Objet de sauvegarde des données de jobs

Class CJobManager

Namespace: [Models.Backup](#)

Assembly: Models.dll

Gestionnaire de jobs

```
[DataContract]  
public class CJobManager
```

Inheritance

[object](#) ← CJobManager

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

CJobManager()

Contructeur de CJobManager initialise le chemin de sauvegarde

```
public CJobManager()
```

Properties

Jobs

Liste des jobs gérés

```
public List<CJob> Jobs { get; }
```

Property Value

[List](#) <[CJob](#)>

Name

Nom du gestionnaire

```
public string Name { get; set; }
```

Property Value

[string](#)

SauveCollection

Interface de sauvegarde des données

```
public ISauve SauveCollection { get; set; }
```

Property Value

[ISauve](#)

Methods

CreateBackupJob(CJob)

Crée un nouveau job de sauvegarde

```
public bool CreateBackupJob(CJob lJob)
```

Parameters

lJob [CJob](#)

Objet représentant le job de sauvegarde à créer

Returns

[bool](#)

True si le job a été créé avec succès, false sinon

Remarks

Created by Mehmeti Faik on 06/02/2024 Updated validation logic to handle null parameters

DeleteJobs(List<CJob>)

Supprimé un job

```
public bool DeleteJobs(List<CJob> pJobs)
```

Parameters

pJobs [List](#) <[CJob](#)>

List de jobs à supprimer

Returns

[bool](#)

true si reussi

Remarks

Mehmeti faik

RunJobs(List<CJob>)

Lance l'exécution de la liste de jobs passée en paramètre

```
public List<CJob> RunJobs(List<CJob> pJobs)
```

Parameters

pJobs [List](#) <[CJob](#)>

Liste des jobs à exécuter

Returns

[List](#)  [CJob](#)

La liste des jobs, mise à jour avec leur état après exécution

SaveJobs()

Sauvegarde le JobManager

```
public void SaveJobs()
```

Enum ETypeBackup

Namespace: [Models.Backup](#)

Assembly: Models.dll

Enumeration du type de backup

```
public enum ETypeBackup
```

Fields

```
COMPLET = 0
```

```
DIFFERENTIEL = 1
```

Namespace Ressources

Classes

[Strings](#)

A strongly-typed resource class, for looking up localized strings, etc.

Class Strings

Namespace: [Ressources](#)

Assembly: Ressources.dll

A strongly-typed resource class, for looking up localized strings, etc.

```
public class Strings
```

Inheritance

[object](#)  ← Strings

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

ResourceManager

Returns the cached ResourceManager instance used by this class.

```
public static ResourceManager ResourceManager { get; }
```

Property Value

[ResourceManager](#) 

Namespace Stockage.Converters

Classes

[ConcreteCollectionTypeConverter<TCollection, TItem, TBaseItem>](#)

Concrete Collection Converter

[ConcreteConverter<TInterface, TConcrete>](#)

This convert can be used on any interface definition to instruct the JSON serializer to use a specific concrete class when deserializing the instance. The type specified by TConcrete must implement the interface specified by TInterface.

[ConcreteDictionaryTypeConverter<TDictionary, TItem, TKey, TValue>](#)

A JSON converter for dictionaries of generic types

Class

ConcreteCollectionTypeConverter<TCollection, TItem, TBaseItem>

Namespace: [Stockage.Converters](#)

Assembly: Stockage.dll

Concrete Collection Converter

```
public class ConcreteCollectionTypeConverter<TCollection, TItem, TBaseItem> : JsonConverter
where TCollection : ICollection<TBaseItem>, new() where TItem : TBaseItem
```

Type Parameters

TCollection

Collection

TItem

Item de la collection

TBaseItem

Item de base

Inheritance

[object](#) < JsonConverter < ConcreteCollectionTypeConverter<TCollection, TItem, TBaseItem>

Inherited Members

JsonConverter.CanRead , JsonConverter.CanWrite , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Remarks

Mahmoud Charif - 31/12/2022 - Creation

Methods

CanConvert(Type)

Can convert

```
public override bool CanConvert(Type objectType)
```

Parameters

objectType [Type](#)

Returns

[bool](#)

ReadJson(JsonReader, Type, object, JsonSerializer)

ReadJson

```
public override object ReadJson(JsonReader reader, Type objectType, object existingValue, JsonSerializer serializer)
```

Parameters

reader [JsonReader](#)

objectType [Type](#)

existingValue [object](#)

serializer [JsonSerializer](#)

Returns

[object](#)

WriteJson(JsonWriter, object, JsonSerializer)

Writes the JSON representation of the object.

```
public override void WriteJson(JsonWriter writer, object value, JsonSerializer serializer)
```

Parameters

writer `JsonWriter`

The `Newtonsoft.Json.JsonWriter` to write to.

value [object](#)

The value.

serializer `JsonSerializer`

The calling serializer.

Class ConcreteConverter<TInterface, TConcrete>

Namespace: [Stockage.Converters](#)

Assembly: Stockage.dll

This convert can be used on any interface definition to instruct the JSON serializer to use a specific concrete class when deserializing the instance. The type specified by TConcrete must implement the interface specified by TInterface.

```
public class ConcreteConverter<TInterface, TConcrete> : JsonConverter where TConcrete :  
TInterface, new()
```

Type Parameters

TInterface

The Type that was serialized into the JSON text.








TConcrete

The Type that specifies the class that will be created.

Inheritance

[object](#)  ← [JsonConverter](#) ← [ConcreteConverter<TInterface, TConcrete>](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

CanRead

Gets a value indicating whether this Newtonsoft.Json.JsonConverter can read.

```
public override bool CanRead { get; }
```

Property Value

[bool](#)

CanWrite

Gets a value indicating whether this Newtonsoft.Json.JsonConverter can write JSON.

```
public override bool CanWrite { get; }
```

Property Value

[bool](#)

Methods

CanConvert(Type)

Determines whether this instance can convert the specified object type.

```
public override bool CanConvert(Type objectType)
```

Parameters

objectType [Type](#)

Type of the object.

Returns

[bool](#)

Returns true if this instance can convert the specified object type, false otherwise.

ReadJson(JsonReader, Type, object?, JsonSerializer)

Reads the JSON representation of the object.

```
public override object ReadJson(JsonReader reader, Type objectType, object? existingValue,
    JsonSerializer serializer)
```

Parameters

reader `JsonReader`

The Newtonsoft.Json.JsonReader to read from.

objectType [Type](#)

Type of the object.

existingValue [object](#)

The existing value of object being read.

serializer `JsonSerializer`

The calling serializer.

Returns

[object](#)

The object value.

WriteJson(JsonWriter, object?, JsonSerializer)

Writes the JSON representation of the object.

```
public override void WriteJson(JsonWriter writer, object? value, JsonSerializer serializer)
```

Parameters

writer `JsonWriter`

The Newtonsoft.Json.JsonWriter to write to.

value [object](#)

The value.

`serializer JsonSerializer`

The calling serializer.

Class

ConcreteDictionaryTypeConverter<TDictionary, TItem, TKey, TValue>

Namespace: [Stockage.Converters](#)

Assembly: Stockage.dll

A JSON converter for dictionaries of generic types

```
public class ConcreteDictionaryTypeConverter<TDictionary, TItem, TKey, TValue> :  
    JsonConverter where TDictionary : IDictionary<TKey, TValue>, new() where TItem : TValue
```

Type Parameters

TDictionary

The dictionary type

TItem

The item type

TKey

The key type








TValue

The value type

Inheritance

[object](#)  ← [JsonConverter](#)  ← [ConcreteDictionaryTypeConverter<TDictionary, TItem, TKey, TValue>](#)

Inherited Members

[JsonConverter.CanRead](#) , [JsonConverter.CanWrite](#) , [object.Equals\(object\)](#)  ,
[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Remarks

Mahmoud Charif - 31/12/2022 - Creation

Methods

CanConvert(Type)

CanConvert

```
public override bool CanConvert(Type objectType)
```

Parameters

objectType [Type](#)

Returns

[bool](#)

ReadJson(JsonReader, Type, object?, JsonSerializer)

ReadJson

```
public override object ReadJson(JsonReader reader, Type objectType, object? existingValue, JsonSerializer serializer)
```

Parameters

reader [JsonReader](#)

objectType [Type](#)

existingValue [object](#)

serializer [JsonSerializer](#)

Returns

[object](#)

WriteJson(JsonWriter, object?, JsonSerializer)

WriteJson

```
public override void WriteJson(JsonWriter writer, object? value, JsonSerializer serializer)
```

Parameters

writer JsonWriter

value [object](#)

serializer JsonSerializer

Namespace Stockage.Load

Classes

[BaseCharge](#)

Classe abstraite de base pour le chargement d'un object

[ChargerCollection](#)

Classe pour le chargement et la désérialisation d'un fichier

Interfaces

[ICharge](#)

Interface ICharge

Class BaseCharge


Namespace: [Stockage.Load](#)

Assembly: Stockage.dll

Classe abstraite de base pour le chargement d'un object

```
public abstract class BaseCharge : ICharge
```

Inheritance

[object](#)  ← BaseCharge








Implements

[ICharge](#)

Derived

[ChargerCollection](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

BaseCharge(string)

Constructeur

```
public BaseCharge(string pPath)
```

Parameters

pPath [string](#) 

Chemin du dossier

Remarks

Mahmoud Charif - 13/02/2024 - Création

Methods

Charger<T>(string, bool)

Charger un fichier

```
public virtual T Charger<T>(string pFileName, bool pIsFullPath = false)
```

Parameters

pFileName [string](#)

Nom du fichier

pIsFullPath [bool](#)

vrai si le premier parametre est un chemin complet et non le nom du fichier

Returns

T

Data Cast in Generic Type

Type Parameters

T

Type du fichier à charger

Remarks

Mahmoud Charif - 31/12/2022 - Creation

Class ChargerCollection

Namespace: [Stockage.Load](#)

Assembly: Stockage.dll

Classe pour le chargement et la désérialisation d'un fichier

```
public class ChargerCollection : BaseCharge, ICharge
```









Inheritance

[object](#)  ← [BaseCharge](#) ← ChargerCollection

Implements

[ICharge](#)

Inherited Members

[BaseCharge.Charger<T>\(string, bool\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

ChargerCollection(string)

```
public ChargerCollection(string pPath)
```

Parameters

pPath [string](#) 

Interface ICharge

Namespace: [Stockage.Load](#)

Assembly: Stockage.dll

Interface ICharge

```
public interface ICharge
```

Remarks

Mahmoud Charif - 31/12/2022- Création

Methods

Charger<T>(string, bool)

Charger un fichier

```
T Charger<T>(string pPath, bool pIsFullPath = false)
```

Parameters

pPath [string](#) 

pIsFullPath [bool](#) 

vrai si le premier parametre est un chemin complet et non le nom du fichier

Returns

T

Data Cast in Generic Type

Type Parameters

T

Type du fichier à charger

Remarks

Mahmoud Charif - 31/12/2022 - Creation

Namespace Stockage.Logs

Classes

[BaseLogger<T>](#)

Classe de base abstraite pour les loggers.

[CGenericLogger<T>](#)

Classe de logger générique

[CLogger<T>](#)

Classe Logger permettant de Logger des objet et des string dans un fichier

[CStringLogger](#)

Logger spécialisé pour les chaines de caractères

Interfaces

[ILogger<T>](#)

Interface ILogger

Class BaseLogger<T>

Namespace: [Stockage.Logs](#)

Assembly: Stockage.dll

Classe de base abstraite pour les loggers.


```
public abstract class BaseLogger<T> : ILogger<T>
```

Type Parameters

T

Type des objets loggés

Inheritance

[object](#)  ← BaseLogger<T>








Implements

[ILogger](#)<T>

Derived

[CGenericLogger<T>](#), [CStringLogger](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

BaseLogger()

```
protected BaseLogger()
```

Properties

Datas

Collection de données observables

```
public ObservableCollection<T> Datas { get; }
```

Property Value

[ObservableCollection](#) <T>

Methods

Clear()

Vide la collection de données

```
public virtual void Clear()
```

Log(T, bool, bool, string)

Méthode de logging des données

```
public virtual void Log(T pData, bool pSerialize = true, bool pAppend = true, string  
pFileName = "Logs")
```

Parameters

pData T

Données à logger

pSerialize [bool](#)

Indique si les données doivent être sérialisées avant d'être loggées

pAppend [bool](#)

Indique si on ajoute le logging au fichier existant ou si on recrée le fichier

pFileName [string](#)

Nom du fichier où sont loggées les données

Class CGenericLogger<T>

Namespace: [Stockage.Logs](#)

Assembly: Stockage.dll

Classe de logger générique

```
public class CGenericLogger<T> : BaseLogger<T>, ILogger<T>
```

Type Parameters

T

Type des objets loggés








Inheritance

[object](#)  ← [BaseLogger](#)<T> ← CGenericLogger<T>

Implements

[ILogger](#)<T>

Inherited Members

[BaseLogger<T>.Datas](#) , [BaseLogger<T>.Log\(T, bool, bool, string\)](#) , [BaseLogger<T>.Clear\(\)](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Class CLogger<T>

Namespace: [Stockage.Logs](#)

Assembly: Stockage.dll

Classe Logger permettant de Logger des objet et des string dans un fichier

```
public static class CLogger<T>
```








Type Parameters

T

Inheritance

[object](#)  ← CLogger<T>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

GenericLogger

Logger generic

```
public static CGenericLogger<T> GenericLogger { get; }
```

Property Value

[CGenericLogger](#)<T>

StringLogger

Logger de string

```
public static CStringLogger StringLogger { get; }
```

Property Value

[CStringLogger](#)

Methods

Clear()

Vide les Liste de logs

```
public static void Clear()
```

Class CStringLogger

Namespace: [Stockage.Logs](#)

Assembly: Stockage.dll


Logger spécialisé pour les chaînes de caractères

```
public class CStringLogger : BaseLogger<string>, ILogger<string>
```








Inheritance

[object](#)  ← [BaseLogger](#) [<string>](#)  > ← CStringLogger

Implements

[ILogger](#) [<string>](#)  >

Inherited Members

[BaseLogger<string>.Datas](#) , [BaseLogger<string>.Log\(string, bool, bool, string\)](#) ,
[BaseLogger<string>.Clear\(\)](#) , [object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  ,
[object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  ,
[object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Interface ILogger<T>

Namespace: [Stockage.Logs](#)

Assembly: Stockage.dll

Interface ILogger

```
public interface ILogger<T>
```

Type Parameters

T

Properties

Datas

Collection de données observables

```
ObservableCollection<T> Datas { get; }
```

Property Value

[ObservableCollection](#)  <T>

Methods

Log(T, bool, bool, string)

Méthode de logging des données

```
void Log(T pData, bool pSerialize, bool pAppend = true, string pFileName = "Logs")
```

Parameters

pData T

Données à logger

pSerialize [bool](#)

Indique si les données doivent être sérialisées avant d'être loggées

pAppend [bool](#)

Indique si on ajoute le logging au fichier existant ou si on recrée le fichier

pFileName [string](#)

Nom du fichier où sont loggées les données

Remarks

Mahmoud Charif - 10/02/2024 - Création

Namespace Stockage.Save

Classes

[BaseSave](#)

Classe abstraite de base pour la sauvegrade d'un fichier ou le déplacement de Repertoire

[SauveCollection](#)

Classe permettant la sauvegarde d'un objet

[SauveJobs](#)

Classe permettant de sauvegarder des jobs et de les logger

Interfaces

[ISauve](#)

Interface ISauve

Class BaseSave


Namespace: [Stockage.Save](#)

Assembly: Stockage.dll

Classe abstraite de base pour la sauvegrade d'un fichier ou le déplacement de Repertoire

```
public abstract class BaseSave : ISauve
```

Inheritance

[object](#)  ← BaseSave








Implements

[ISauve](#)

Derived

[SauveCollection](#), [SauveJobs](#)

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

BaseSave(string)

Sauvgarde

```
public BaseSave(string pPath)
```

Parameters

pPath [string](#) 

Directory Path

Properties

Options

```
public JsonSerializerSettings Options { get; }
```

Property Value

JsonSerializerSettings

Methods

CopyDirectory(DirectoryInfo, DirectoryInfo, bool, ref CLogState, bool)

```
public virtual void CopyDirectory(DirectoryInfo pSourceDir, DirectoryInfo pTargetDir, bool pRecursive, ref CLogState pLogState, bool pForce = false)
```

Parameters

pSourceDir [DirectoryInfo](#)

pTargetDir [DirectoryInfo](#)

pRecursive [bool](#)

pLogState [CLogState](#)

pForce [bool](#)

CopyDirectory(DirectoryInfo, DirectoryInfo, bool, bool)

Copy files and directory from the source path to the destinationPath

```
public virtual void CopyDirectory(DirectoryInfo pSourceDir, DirectoryInfo pTargetDir, bool pRecursive, bool pForce = false)
```

Parameters

pSourceDir [DirectoryInfo](#)

Path of the directory you want tot copy

pTargetDir [DirectoryInfo](#)

Path of the target directory

pRecursive [bool](#)

True if recursive

pForce [bool](#)

true if overwrite

Exceptions

[DirectoryNotFoundException](#)

Sauver<T>(T, string, bool, string, bool)

Crée un fichier Json par default avec les Settings

```
public virtual void Sauver<T>(T pData, string pFileName, bool pAppend = false, string  
pExtention = "json", bool IsFullPath = false)
```

Parameters

pData T

Data a sauvgarde

pFileName [string](#)

Name of the file

pAppend [bool](#)

pExtention [string](#)

Extention of the file can be null

IsFullPath [bool](#)

Type Parameters

T

Interface ISauve

Namespace: [Stockage.Save](#)

Assembly: Stockage.dll

Interface ISauve

```
public interface ISauve
```

Remarks

Mahmoud Charif - 31/12/2022 - Création

Methods

CopyDirectory(DirectoryInfo, DirectoryInfo, bool, bool)

Copy files and directory from the source path to the destinationPath

```
void CopyDirectory(DirectoryInfo pSourceDir, DirectoryInfo pTargetDir, bool pRecursive, bool  
pForce = false)
```

Parameters

pSourceDir [DirectoryInfo](#) 

Path of the directory you want to copy

pTargetDir [DirectoryInfo](#) 

Path of the target directory

pRecursive [bool](#) 

True if recursive

pForce [bool](#) 

true if overwrite

Exceptions

[DirectoryNotFoundException](#)

Sauver<T>(T, string, bool, string, bool)

Sauvagarde les données dans un fichier

```
void Sauver<T>(T pData, string pFileName, bool pAppend = false, string pExtention = "json",  
bool IsFullPath = false)
```

Parameters

pData T

Data to serialize

pFileName [string](#)

File name

pAppend [bool](#)

True si on veux append sur le fichier

pExtention [string](#)

Extention

IsFullPath [bool](#)

vrai si pFileName est un chemin complet

Type Parameters

T

Remarks

Mahmoud Charif - 31/12/2022 - Création

Class SauveCollection

Namespace: [Stockage.Save](#)

Assembly: Stockage.dll

Classe permettant la sauvegarde d'un objet

```
public class SauveCollection : BaseSave, ISauve
```








Inheritance

[object](#)  ← [BaseSave](#) ← SauveCollection

Implements

[ISauve](#)

Inherited Members

[BaseSave.Options](#) , [BaseSave.Sauver<T>\(T, string, bool, string, bool\)](#) ,
[BaseSave.CopyDirectory\(DirectoryInfo, DirectoryInfo, bool, bool\)](#) ,
[BaseSave.CopyDirectory\(DirectoryInfo, DirectoryInfo, bool, ref CLogState, bool\)](#) , [object.Equals\(object\)](#)  ,
[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

SauveCollection(string)

```
public SauveCollection(string pPath)
```

Parameters

pPath [string](#) 

Class SauveJobs

Namespace: [Stockage.Save](#)

Assembly: Stockage.dll

Classe permettant de sauvegarder des jobs et de les logger

```
public class SauveJobs : BaseSave, ISauve
```








Inheritance

[object](#)  ← [BaseSave](#) ← SauveJobs

Implements

[ISauve](#)

Inherited Members

[BaseSave.Options](#) , [BaseSave.Sauver<T>\(T, string, bool, string, bool\)](#) ,
[BaseSave.CopyDirectory\(DirectoryInfo, DirectoryInfo, bool, bool\)](#) , [object.Equals\(object\)](#)  ,
[object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

SauveJobs(string)

```
public SauveJobs(string pPath = null)
```

Parameters

pPath [string](#) 

Properties

TransferredFiles

```
public int TransferredFiles { get; set; }
```

Property Value

[int](#)

Methods

CopyDirectory(DirectoryInfo, DirectoryInfo, bool, ref CLogState, bool)

Copy files and directory from the source path to the destinationPath

```
public override void CopyDirectory(DirectoryInfo pSourceDir, DirectoryInfo pTargetDir, bool pRecursive, ref CLogState pLogState, bool pDiffertielle = false)
```

Parameters

pSourceDir [DirectoryInfo](#)

Path of the directory you want to copy

pTargetDir [DirectoryInfo](#)

Path of the target directory

pRecursive [bool](#)

True if recursive

pLogState [CLogState](#)

pDiffertielle [bool](#)

true if the backup is differential

Exceptions

[DirectoryNotFoundException](#)

GetDirSize(string)

Calcule la taille d'un repertoire

```
public long GetDirSize(string pPath)
```

Parameters

pPath [string](#)

Chemin du repertoire

Returns

[long](#)

la taille du repertoire en bytes

UpdateLog(CLogState)

UpdateLog

```
public void UpdateLog(CLogState logState)
```

Parameters

logState [CLogState](#)

Log a jour

Namespace UnitTestJobs

Classes

[JobsTestUnit](#)

Class JobsTestUnit

Namespace: [UnitTestJobs](#)








Assembly: UnitTestJobs.dll

```
public class JobsTestUnit
```

Inheritance

[object](#)  ← JobsTestUnit

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

CreateJob()

```
[Fact]  
public void CreateJob()
```

DeleteJob()

```
[Fact]  
public void DeleteJob()
```

SaveLoadJobManager()

```
[Fact]  
public void SaveLoadJobManager()
```

SaveLoadJobs()

```
[Fact]  
public void SaveLoadJobs()
```


Namespace UnitTestStorage

Classes

[StockageTestUnit](#)

Class StockageTestUnit

Namespace: [UnitTestStorage](#)








Assembly: UnitTestStorage.dll

```
public class StockageTestUnit
```

Inheritance

[object](#)  ← StockageTestUnit

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

TestSerialisation()

```
[Fact]  
public void TestSerialisation()
```

Namespace ViewModels

Classes

[BaseViewModel](#)

Classe abstraite BaseViewModel

[JobViewModel](#)

Classe JobViewModel

[LangueViewModel](#)

Classe View Model de la langue

[MainViewModel](#)

Modèle de vue principal regroupant les différents modèles de vue

Class BaseViewModel

Namespace: [ViewModels](#)

Assembly: ViewModels.dll

Classe abstraite BaseViewModel

```
public abstract class BaseViewModel : INotifyPropertyChanged
```

Inheritance

[object](#) ← BaseViewModel

Implements

[INotifyPropertyChanged](#)

Derived

[JobViewModel](#), [LanguableViewModel](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Methods

NotifyPropertyChanged(string)

Méthode à appeler pour avertir d'une modification

```
protected void NotifyPropertyChanged(string propertyName = "")
```

Parameters

propertyName [string](#)

Nom de la property modifiée (automatiquement déterminé si appelé directement dans le setter une property)

Events

PropertyChanged

Événement de modification d'une property

```
public event PropertyChangedEventHandler PropertyChanged
```

Event Type

[PropertyChangedEventHandler](#) 

Class JobViewModel

Namespace: [ViewModels](#)

Assembly: ViewModels.dll

Classe JobViewModel

```
public class JobViewModel : BaseViewModel, INotifyPropertyChanged
```








Inheritance

[object](#)  ← [BaseViewModel](#) ← JobViewModel

Implements

[INotifyPropertyChanged](#) 

Inherited Members

[BaseViewModel.PropertyChanged](#) , [BaseViewModel.NotifyPropertyChanged\(string\)](#) ,
[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

JobViewModel()

Constructeur de JobViewModel initialise le JobManager

```
public JobViewModel()
```

Properties

JobManager

JobManager

```
public CJobManager JobManager { get; set; }
```

Property Value

[CJobManager](#)

Methods

CreateBackupJob(CJob)

Crée un nouveau job de sauvegarde

```
public bool CreateBackupJob(CJob lJob)
```

Parameters

lJob [CJob](#)

Job à créer

Returns

[bool](#) 

Succès de la création

DeleteJobs(List<CJob>)

Supprimer un ou plusieurs jobs

```
public bool DeleteJobs(List<CJob> pJobs)
```

Parameters

pJobs [List](#)  [<CJob>](#)

List de jobs a delete

Returns

[bool](#) 

vrai si les jobs on été delete

LoadJobs(bool, string)

Charge la liste des jobs depuis un fichier

```
public void LoadJobs(bool IsDefaultFile = true, string pPath = null)
```

Parameters

IsDefaultFile [bool](#)

Indique si le fichier par défaut doit être chargé

pPath [string](#)

Chemin du fichier à charger, vide pour le fichier par défaut

RunJobs(List<CJob>)

Lance l'exécution des jobs sélectionnés

```
public List<CJob> RunJobs(List<CJob> pJobs)
```

Parameters

pJobs [List](#) <[CJob](#)>

Liste des jobs à lancer

Returns

[List](#) <[CJob](#)>

Liste mise à jour des jobs avec leur état après exécution

SaveJobs()

Sauvegarde la configuration des jobs

```
public void SaveJobs()
```

Class LangueViewModel

Namespace: [ViewModels](#)

Assembly: ViewModels.dll

Classe View Model de la langue

```
public class LangueViewModel : BaseViewModel, INotifyPropertyChanged
```








Inheritance

[object](#)  ← [BaseViewModel](#) ← LangueViewModel

Implements

[INotifyPropertyChanged](#) 

Inherited Members

[BaseViewModel.PropertyChanged](#) , [BaseViewModel.NotifyPropertyChanged\(string\)](#) ,
[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

LangueViewModel()

Constructeur de la LangueViewModel

```
public LangueViewModel()
```

Properties

Langue

Classe model de la langue

```
public CLangue Langue { get; set; }
```

Property Value

[CLanguage](#)


Methods

SetLanguage(string)

Set the current language

```
public bool SetLanguage(string pCultureInfo)
```

Parameters

pCultureInfo [string](#) 

give a number

Returns

[bool](#) 

true if the language was changed

Class MainViewModel

Namespace: [ViewModels](#)

Assembly: ViewModels.dll

Modèle de vue principal regroupant les différents modèles de vue

```
public class MainViewModel
```

Inheritance

[object](#)  ← MainViewModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

MainViewModel()

Le constructeur MainViewModel initialise les modèles de vue et charge les paramètres de l'utilisateur

```
public MainViewModel()
```

Properties

JobVm

View model des jobs

```
public JobViewModel JobVm { get; set; }
```

Property Value

[JobViewModel](#)

LangueVm

View Model de la langue

```
public LangueViewModel LangueVm { get; set; }
```

Property Value

[LangueViewModel](#)