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 déroulement de la vue dans l'interface de manière procedural

```
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 validée 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 success 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

subtitle

`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)

Constructeur de la Vue de la langue

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

Parameters

`pJobVm` LangueViewModel

Le JobViewModel

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 déplacement (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 paramètres 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()

Initialize 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 paramètres 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 préférer 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 réussi

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.

ConcreteDictionnaryTypeConverter<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 ConcreteDictionnaryTypeConverter<TDictionary, TItem, TKey, TValue>

Namespace: Stockage.Converters

Assembly: Stockage.dll

A JSON converter for dictionaries of generic types

```
public class ConcreteDictionnaryTypeConverter<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 ← ConcreteDictionnaryTypeConverter<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 chaines 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 sauvegarde d'un ficher 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 sauvegarde d'un ficher 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)

Sauvegarde

```
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 sauvegarde

`pFileName` string

Name of the file

`pAppend` bool

`pExtention` string

Extension 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 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)

Sauvegarde 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

Extension

`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)

Constructeur de SauveJobs

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

Parameters

`pPath` string

Le chemin du dossier

Properties

TransferedFiles

Le nombre de fichier transférer

```
public int TransferedFiles { 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 tot 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, LangueViewModel

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

CLangue

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