

**COT 6931 System Requirements**



Food Giant Sales Flyer Generator



# Summary

This document will give a basic explanation of how to run and update the source code for the Food Giant Flyer Creator Program. This document is designed for a programmer with an intermediate level of experience who understand concepts like source control, C#, visual studio, MVVM layouts.

Please see the Software Design Document for an overall high-level layout of all the classes of this project. Read that document first before attempting to modify this project.

# Pulling the Source Code

To pull the latest version of the source code, you’ll need to install Git. Please see the referenced Git and Git Extensions link to see where and how to install these programs. You’ll also need to use GitHub to create and authenticate your user name.

Next, clone a repository using Git Extensions with this link: <https://github.com/CleverMoose33/FoodGiantFlyerPrototypes.git>

# Running the Source Code

To run the source code, you’ll need Visual Studio 2015 or newer. Visual Studio versions can be gotten from the referenced link.

Once Visual Studio is installed, open the FoodGiantFlyer\FoodGiantFlyerGenerator\FoodGiantFlyerGenerator.sln file.

You’ll need to copy the Database, Program Images into your Debug and Release folders. Also, create a new Image folder in that direction as well. If there is an existing Database and Image folder being currently used, make sure you use those folders over the existing ones.

# Maintaining the Source Code

Food Giant Flyer Generator uses Model View ViewModel and Caliburn Micro. See the references section on how those concepts work. All new UIs must use the NameView and NameViewModel naming conventions, and be placed in the proper folders. The AppBootstrapper program is how the project starts, and currently opens either the ProgramSelector or FlyerCreatorView depending on user permissions.

The FoodGiantSQLDatabase.mdf is a SQLite database that contains the user names that are approved to start the ProgramSelector class. The user name is simply the Windows User Name, so add your own user name to this database if you do not already have permissions to view the Program Selector.

# Adding a new Flyer Template

To add a new flyer template, right click the View folder and click add New Item, and select a Page (WPF). Please look at the GenericFlyerView to get an understand of how this works. An alternate way to add a new flyer is to make a copy of the GenericFlyerView and GenericFlyerViewModel and edit that.

After creating the new file, you’ll need to edit the FlyerCreatorViewModel class. The CreateFlyerTemplates method contains a list of all flyers, so add your flyer name to that combo box. Next, the GenerateFlyer method will need to read in the selected value for the FlyerTemplatesCmboBox located in the View and detect if which flyer template the entered value is. From there, you’ll need to make sure that the arguments from Flyer Creator are applied properly to your created flyer layout.

Finally, you’ll need to add a new variable to the FlyerDisplayControlView model to allow this program to properly reference and contain your new flyer.

# References

Git <https://git-scm.com/downloads>

Git Extensions <https://sourceforge.net/projects/gitextensions/>

GitHub <https://github.com/>

Visual Studio <https://www.visualstudio.com/downloads/>

Model View ViewModel <https://msdn.microsoft.com/en-us/library/hh848246.aspx>

Caliburn Micro <http://caliburnmicro.com/>