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1  /*-----*\
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3  * Date      : 8th june 2017
4  * Diploma  : RaspiHome
5  * Classroom : T.IS-E2B
6  *
7  * Description:
8  *     RaspiHomeTabletWindows is a program
9  *     compatible with the Windows tablet. It's a
10 *     program that can be use as tactil graphic
11 *     interface to order the component linked with
12 *     the other Raspberry Pi.
13 \*-----*/
14
15 using RaspiHomeTabletWindows.Menu.MenuToolbar;
16 using RaspiHomeTabletWindows.Modules.GlobalSetup;
17 using RaspiHomeTabletWindows.Modules.Home;
18 using RaspiHomeTabletWindows.Modules.Information;
19 using RaspiHomeTabletWindows.Modules.Setting;
20 using System;
21 using System.Collections.Generic;
22 using System.Linq;
23 using Windows.UI.Xaml;
24 using Windows.UI.Xaml.Controls;
25
26 // The User Control item template is documented at http://go.microsoft.com/ ↗
27     fwlink/?LinkId=234236
28 namespace RaspiHomeTabletWindows.Menu
29 {
30     public sealed partial class MenuView : Page
31     {
32         #region Fields
33         #region Constants
34         #endregion
35
36         #region Variables
37         private MenuModel _model = null;
38
39         private ToolbarButtonView _btnToolbarView = null;
40
41         private string _frameAlreadyChoose = "";
42         private Dictionary<string, Dictionary<string, string>> ↗
43             _buttonInformation = new Dictionary<string, Dictionary<string, ↗
44                 string>>() { ↗
45                     { "Home", new Dictionary<string,string>() { { "Retourner à ↗
46                         l'accueil" , "Home.png" } } },
47                     { "Global setup", new Dictionary<string,string>() { { "Visualiser ↗
48                         l'ensemble des modules", "GlobalSetup.png" } } },
49                     { "Information", new Dictionary<string,string>() { { "Regarder les ↗
50                         information du système", "Information.png" } } },
51                     { "Setting", new Dictionary<string,string>() { { "Parametrage de ↗
52                         l'application", "Setting.png" } } }
53                 };
54
55         private List<string> _listChoise = null;

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50
51     private List<ToolBarButtonData> _lstToolBarButtonData = null;
52     private List<ToolBarButtonView> _lstToolBarButton = null;
53     #endregion
54     #endregion
55
56     #region Properties
57     public MenuModel Model
58     {
59         get
60         {
61             return _model;
62         }
63         set
64         {
65             _model = value;
66         }
67     }
68
69     public string FrameAlreadyChoose
70     {
71         get
72         {
73             return _frameAlreadyChoose;
74         }
75         set
76         {
77             _frameAlreadyChoose = value;
78         }
79     }
80
81     public List<string> LstChoise
82     {
83         get
84         {
85             return _listChoise;
86         }
87         set
88         {
89             _listChoise = value;
90         }
91     }
92
93     public List<ToolBarButtonData> LstToolBarButtonData
94     {
95         get
96         {
97             return _lstToolBarButtonData;
98         }
99         set
100        {
101            _lstToolBarButtonData = value;
102        }
103    }
104
105
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106     }
107 }
108
109 public List<ToolBarButtonView> LstToolBarButton
110 {
111     get
112     {
113         return _lstToolBarButton;
114     }
115
116     set
117     {
118         _lstToolBarButton = value;
119     }
120 }
121 #endregion
122
123 #region Constructor
124 /// <summary>
125 /// Constructor: Initializer
126 /// </summary>
127 public MenuView()
128 {
129     this.InitializeComponent();
130
131     this.Loaded += UserControl_Loaded;
132
133     this.Model = new MenuModel(this);
134
135     InitializeToolBarButton();
136 }
137 #endregion
138
139 #region Event
140 private void UserControl_Loaded(object sender, RoutedEventArgs e)
141 {
142     UpdateMenuToolBar();
143 }
144
145 private void MenuToolBarButton_Click(object sender, EventArgs e)
146 {
147     foreach (var toolbarButton in this.LstToolBarButton)
148     {
149         toolbarButton.IsSelected = false;
150     }
151
152     switch (((ToolBarButtonView)sender).WhoseButtonClicked)
153     {
154         case "Home":
155             this.frmMenu.Content = null;
156             this.frmMenu.Navigate(typeof(HomeView));
157             break;
158         case "Global setup":
159             this.frmMenu.Content = null;
160             this.frmMenu.Navigate(typeof(GlobalSetupView));
161             break;
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162         case "Information":
163             this.frmMenu.Content = null;
164             this.frmMenu.Navigate(typeof(InformationView));
165             break;
166         case "Setting":
167             this.frmMenu.Content = null;
168             this.frmMenu.Navigate(typeof(SettingView));
169             break;
170     }
171
172     ((ToolBarButtonView)sender).IsSelected = true;
173 }
174 #endregion
175
176 #region Methods
177 private void InitializeToolBarButton()
178 {
179     this.LstToolBarButtonData = new List<ToolBarButtonData>();
180     this.LstToolBarButton = new List<ToolBarButtonView>();
181     this.LstChoise = new List<string>();
182
183     foreach (var keyInfo in this._buttonInformation.Keys)
184     {
185         this.LstToolBarButtonData.Add(new ToolBarButtonData(keyInfo,
186             this._buttonInformation[keyInfo].Keys.FirstOrDefault(),
187             this._buttonInformation[keyInfo][this._buttonInformation
188                 [keyInfo].Keys.FirstOrDefault()]));
189         this.LstChoise.Add(keyInfo);
190     }
191
192     private void UpdateMenuToolBar()
193     {
194         //foreach (ToolBarButtonView t in this.stkMenuToolBar.Children)
195         //    t._click -= MenuToolBarButton_Click;
196         this.stkMenuToolBar.Children.Clear();
197         this.LstToolBarButton.Clear();
198         foreach (ToolBarButtonData t in this.LstToolBarButtonData)
199         {
200             this._btnToolBarView = new ToolBarButtonView(t.FrameChoose,
201                 t.Description, t.IconLink);
202             this._btnToolBarView.Tag = t;
203             this._btnToolBarView._click += MenuToolBarButton_Click;
204             this.stkMenuToolBar.Children.Add(this._btnToolBarView);
205             this.LstToolBarButton.Add(this._btnToolBarView);
206         }
207     }
208 #endregion
209 }
210 }
211

```