

```
1  /*-----*\
2  * Author   : Salvi Cyril
3  * Date    : 8th juny 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 namespace RaspiHomeTabletWindows.Menu
16 {
17     public class MenuModel : PropertyChangedBase
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Variables
24         private MenuView _view = null;
25
26         private CommunicationWithServer _comWithServer = null;
27
28         // Use to store data in the cache
29         private Windows.Storage.ApplicationDataContainer localSettings =  ➤
30             Windows.Storage.ApplicationData.Current.LocalSettings;
31         #endregion
32
33         #region Properties
34         public MenuView View
35         {
36             get
37             {
38                 return _view;
39             }
40
41             set
42             {
43                 _view = value;
44             }
45         }
46
47         public CommunicationWithServer ComWithServer
48         {
49             get
50             {
51                 return _comWithServer;
52             }
53
54             set
55             {
```

```
56         _comWithServer = value;
57     }
58 }
59 #endregion
60
61 #region Constructor
62 /// <summary>
63 /// Constructor: Initializer
64 /// </summary>
65 public MenuModel(MenuView paramView)
66 {
67     // Communication like Model-View
68     this.View = paramView;
69
70     // Initialize communication with server
71     this.ComWithServer = new CommunicationWithServer();
72 }
73 #endregion
74
75 #region Methods
76 #endregion
77 }
78 }
79
```

```
1 <Page
2     x:Class="RaspiHomeTabletWindows.Menu.MenuView"
3     xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4     xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5     xmlns:local="using:RaspiHomeTabletWindows.Menu"
6     xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7     xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8     mc:Ignorable="d">
9     <Grid>
10         <Grid.ColumnDefinitions>
11             <ColumnDefinition Width="10"/>
12             <ColumnDefinition/>
13             <ColumnDefinition Width="10"/>
14         </Grid.ColumnDefinitions>
15         <Grid.RowDefinitions>
16             <RowDefinition Height="10"/>
17             <RowDefinition/>
18             <RowDefinition Height="10"/>
19         </Grid.RowDefinitions>
20
21         <Grid Grid.Column="1" Grid.Row="1">
22             <Grid.RowDefinitions>
23                 <RowDefinition Height="*" MinHeight="160"/>
24                 <RowDefinition Height="5"/>
25             </Grid.RowDefinitions>
26             <!--TOOLBAR-->
27             <Rectangle Fill="WhiteSmoke" Grid.Row="0"/>
28             <Grid>
29                 <Grid.ColumnDefinitions>
30                     <ColumnDefinition/>
31                     <ColumnDefinition Width="200"/>
32                 </Grid.ColumnDefinitions>
33                 <!--BUTTON TOOLBAR-->
34                 <StackPanel x:Name="stkMenuToolbar" Orientation="Horizontal"
35                     Grid.Column="0"/>
36                 <!--SOME INFORMATION-->
37                 <Grid Grid.Column="1">
38                     <TextBlock Text="RaspiHome" HorizontalAlignment="Left"
39                         VerticalAlignment="Center" FontSize="30" Margin="10,0,0,0"/>
40                 </Grid>
41             </Grid>
42         </Grid>
43
44         <!--FRAME EVENT WITH TOOLBAR BUTTON-->
45         <Grid x:Name="grdFrame" Grid.Row="1" Background="White">
46             <Frame x:Name="frmMenu"/>
47         </Grid>
48     </Grid>
49 </Page>
```

```

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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;

```

```
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
```

```
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;
```

```

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

```

```

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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 System;
16 using System.Collections.Generic;
17 using System.Linq;
18 using System.Threading.Tasks;
19 using Windows.Networking;
20 using Windows.Networking.Sockets;
21 using Windows.Storage.Streams;
22 using Windows.UI.Xaml;
23
24 namespace RaspiHomeTabletWindows
25 {
26     public class CommunicationWithServer
27     {
28         #region Fields
29         #region Constants
30         // Default information to connect on the server
31         private const int PORT = 54565;
32         //// Need to be changed fo each configuration
33         private const string IPSEVER = "10.134.97.117";// "192.168.2.8";
34
35         private const string FORMATSTRING = "IPRasp={0};Location=
36             {1};Component={2}";
37         private const string COMMUNICATIONSEPARATOR = "@";
38
39         // Important need to be changed if it's another room!
40         private const string LOCATION = "Salon";
41         private const string COMPONENT = "Tablet";
42         private const string RPINAME = "Tablet_" + LOCATION;
43
44         private const int MESSAGE_FULL LENGHT = 512;
45         #endregion
46
47         #region Variables
48         private StreamSocket _socket = new StreamSocket();
49         private StreamSocketListener _listener = new StreamSocketListener();
50         private List<StreamSocket> _connections = new List<StreamSocket>();
51         private bool _isConnected = false;
52         private bool _connecting = false;
53
54         private Windows.Storage.ApplicationDataContainer localSettings =
55             Windows.Storage.ApplicationData.Current.LocalSettings;

```



```
56     private string _messageCommand = "";
57
58     private string _nameButtonClicked = "";
59
60     DispatcherTimer _dTimer = null;
61     #endregion
62     #endregion
63
64     #region Properties
65
66     public StreamSocket Socket
67     {
68         get
69         {
70             return _socket;
71         }
72         set
73         {
74             _socket = value;
75         }
76     }
77
78     public StreamSocketListener Listener
79     {
80         get
81         {
82             return _listener;
83         }
84         set
85         {
86             _listener = value;
87         }
88     }
89
90     public List<StreamSocket> Connections
91     {
92         get
93         {
94             return _connections;
95         }
96         set
97         {
98             _connections = value;
99         }
100     }
101
102     public bool IsConnected
103     {
104         get
105         {
106             return _isConnected;
107         }
108     }
109
110
111
```

```
112         set
113         {
114             _isConnected = value;
115         }
116     }
117
118     public bool Connecting
119     {
120         get
121         {
122             return _connecting;
123         }
124
125         set
126         {
127             _connecting = value;
128         }
129     }
130
131     public string MessageCommand
132     {
133         get
134         {
135             return _messageCommand;
136         }
137
138         set
139         {
140             _messageCommand = value;
141         }
142     }
143
144     public string NameButtonClicked
145     {
146         get
147         {
148             return _nameButtonClicked;
149         }
150
151         set
152         {
153             _nameButtonClicked = value;
154         }
155     }
156     #endregion
157
158     #region Constructors
159     /// <summary>
160     /// Constructor: Initializer
161     /// </summary>
162     public CommunicationWithServer()
163     {
164         Connect();
165
166         this._dTimer = new DispatcherTimer();
167         this._dTimer.Interval = new TimeSpan(10);
```

```
168         this._dTimer.Tick += _dTimer_Tick;
169
170         this._dTimer.Start();
171     }
172 #endregion
173
174 #region Events
175 private void _dTimer_Tick(object sender, object e)
176 {
177     if (localSettings.Values["SendMessageToServer"] != null)
178     {
179         var messageToSend = localSettings.Values
180             ["SendMessageToServer"];
181         this.SendCommandToServer(messageToSend.ToString());
182         localSettings.Values.Remove("SendMessageToServer");
183     }
184 #endregion
185
186 #region Methods
187 /// <summary>
188 /// Connect the raspberry to the server
189 /// </summary>
190 private async void Connect()
191 {
192     try
193     {
194         this.Connecting = true;
195         await this.Socket.ConnectAsync(new HostName(IPSERVER),
196             PORT.ToString());
197         SendForInitialize();
198         this.Connecting = false;
199         this.IsConnected = true;
200
201         WaitForData(this.Socket);
202     }
203     catch (Exception)
204     {
205         this.Connecting = false;
206         this.IsConnected = false;
207     }
208
209     /// <summary>
210     /// Listen the traffic on the port
211     /// </summary>
212     private async void Listen()
213     {
214         this.Listener.ConnectionReceived += listenerConnectionReceived;
215         await this.Listener.BindServiceNameAsync(PORT.ToString());
216     }
217
218     void listenerConnectionReceived(StreamSocketListener sender,
219         StreamSocketListenerConnectionReceivedEventArgs args)
220     {
221         this.Connections.Add(args.Socket);
222     }
223 }
```

```

221
222         WaitForData(args.Socket);
223     }
224
225     /// <summary>
226     /// Send the message in input to output
227     /// </summary>
228     /// <param name="socket"></param>
229     /// <param name="message"></param>
230     private async void SendMessage(StreamSocket socket, string message)
231     {
232         DataWriter dataWriter = new DataWriter(socket.OutputStream);
233         var len = dataWriter.MeasureString(message); // Gets the UTF-8
                string length.
234         dataWriter.WriteInt32((int)len);
235         dataWriter.WriteString(message);
236         var ret = await dataWriter.StoreAsync();
237         dataWriter.DetachStream();
238     }
239
240     /// <summary>
241     /// Send to initialize the raspberry to the server
242     /// </summary>
243     private void SendForInitialize()
244     {
245         SendMessage(this.Socket, string.Format(COMMUNICATIONSEPARATOR +
                RPINAME + COMMUNICATIONSEPARATOR + "Connection:" + FORMATSTRING,
                GetHostName(), LOCATION, COMPONENT));
246     }
247
248     /// <summary>
249     /// Send the command to the server
250     /// </summary>
251     public void SendCommandToServer(string message)
252     {
253         SendMessage(this.Socket, COMMUNICATIONSEPARATOR + "Send:" +
                message);
254         this.MessageCommand = message;
255     }
256
257     /// <summary>
258     /// Wait data readed if exist
259     /// </summary>
260     /// <param name="socket"></param>
261     private async void WaitForData(StreamSocket socket)
262     {
263         DataReader dataReader = new DataReader(socket.InputStream);
264         dataReader.InputStreamOptions = InputStreamOptions.Partial;
265         var messageLenght = dataReader.UnconsumedBufferLength;
266         uint stringBytes = messageLenght;
267
268         try
269         {
270             // Read modification in the stream
271             stringBytes = await dataReader.LoadAsync(MESSAGE_FULL_LENGTH);
272

```

```
273         // read message
274         string messageRead = dataReader.ReadString(stringBytes);
275
276         await Task.Delay(TimeSpan.FromMilliseconds(200));
277         // Store value
278         localSettings.Values["ReceiveMessageFromServer"] = messageRead;
279     }
280     catch (Exception e)
281     {
282         string output = e.Message;
283
284         if (messageLenght < 1)
285             return;
286     }
287
288     WaitForData(socket);
289 }
290
291 /// <summary>
292 /// Get the ip of the raspberry
293 /// </summary>
294 /// <returns>return a string like 192.168.1.2</returns>
295 public string GetHostName()
296 {
297     List<string> IPAddress = new List<string>();
298     var Hosts =
299         Windows.Networking.Connectivity.NetworkInformation.GetHostNames
300         ().ToList();
301     foreach (var Host in Hosts)
302     {
303         string IP = Host.DisplayName;
304         IPAddress.Add(IP);
305     }
306     return IPAddress.Last();
307 }
308 #endregion
309 }
```

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12 *   the other Raspberry Pi.
13 \*-----*/
14
15 using Windows.UI.Xaml.Media.Imaging;
16
17 namespace RaspiHomeTabletWindows.Menu.MenuToolbar
18 {
19     public class ToolbarButtonModel : PropertyChangedBase
20     {
21         #region Fields
22         #region Constants
23         #endregion
24
25         #region Variables
26         private ToolbarButtonView _view = null;
27
28         private string _description = "";
29         private string _folderIconName = "";
30         private string _iconLink = null;
31         private BitmapImage imgSource = null;
32         #endregion
33         #endregion
34
35         #region Properties
36         public ToolbarButtonView View
37         {
38             get
39             {
40                 return _view;
41             }
42
43             set
44             {
45                 _view = value;
46             }
47         }
48
49         public string Description
50         {
51             get
52             {
53                 return _description;
54             }
55
56             set
```

```
57         {
58             _description = value;
59         }
60     }
61
62     public string FolderIconName
63     {
64         get
65         {
66             return _folderIconName;
67         }
68         set
69         {
70             _folderIconName = value;
71         }
72     }
73
74     public string IconLink
75     {
76         get
77         {
78             return _iconLink;
79         }
80         set
81         {
82             _iconLink = value;
83         }
84     }
85
86     public string IconPath { get; set; }
87
88     public BitmapImage ImgSource
89     {
90         get
91         {
92             return imgSource;
93         }
94         set
95         {
96             imgSource = value;
97         }
98     }
99
100 }
101 #endregion
102
103 #region Constructor
104 /// <summary>
105 /// Constructor: Initializer
106 /// </summary>
107 public ToolbarButtonModel(ToolbarButtonView paramView)
108 {
109     this.View = paramView;
110 }
111 #endregion
112
```

```
113
114     #region Events
115     #endregion
116
117     #region Methods
118     /// <summary>
119     /// Set informations for the button
120     /// </summary>
121     /// <param name="description"></param>
122     /// <param name="iconLink"></param>
123     public void SetInformation(string description, string iconLink)
124     {
125         this.Description = description;
126         this.IconLink = iconLink;
127
128         if (iconLink != "")
129             this.IconPath = "ms-appx:///Icon/" + _iconLink;
130         else
131             this.IconPath = "";
132
133         ChangeIcon();
134     }
135
136     /// <summary>
137     /// Change the icon of the button
138     /// </summary>
139     private void ChangeIcon()
140     {
141         this.View.ChangeIcon(this.IconPath);
142     }
143     #endregion
144 }
145 }
146
```



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13 \*-----*/
14
15 namespace RaspiHomeTabletWindows.Menu.MenuToolbar
16 {
17     public class ToolbarButtonData
18     {
19         #region Variables
20         private string _frameChoose;
21         private string _description;
22         private string _iconLink;
23         private bool _isSelected = false;
24         #endregion
25
26         #region Properties
27         public string FrameChoose
28         {
29             get
30             {
31                 return _frameChoose;
32             }
33
34             set
35             {
36                 _frameChoose = value;
37             }
38         }
39
40         public string Description
41         {
42             get
43             {
44                 return _description;
45             }
46
47             set
48             {
49                 _description = value;
50             }
51         }
52
53         public string IconLink
54         {
55             get
56             {
```

```
57         return _iconLink;
58     }
59
60     set
61     {
62         _iconLink = value;
63     }
64 }
65
66 public bool IsSelected
67 {
68     get
69     {
70         return _isSelected;
71     }
72
73     set
74     {
75         _isSelected = value;
76         this.IsSelected = value;
77     }
78 }
79 #endregion
80
81 #region Constructor
82 /// <summary>
83 /// Constructor: Initializer
84 /// </summary>
85 public ToolbarButtonData(string frameChoose, string description, string iconLink)
86 {
87     this.FrameChoose = frameChoose;
88     this.Description = description;
89     this.IconLink = iconLink;
90 }
91 #endregion
92 }
93 }
94
```

```
1 <UserControl
2     x:Class="RaspiHomeTabletWindows.Menu.MenuToolbar.ToolbarButtonView"
3     xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4     xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5     xmlns:local="using:RaspiHomeTabletWindows.Menu.MenuToolbar"
6     xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7     xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8     mc:Ignorable="d"
9     Height="150" Width="180">
10     <UserControl.Resources>
11
12     </UserControl.Resources>
13
14     <Button x:Name="btnToolbar" Height="150" Margin="10,0,20,0"
15         Style="{StaticResource styleRoundButton}" Background="Gray"
16         ToolTipService.ToolTip="{Binding Path=ToolTipMessage}" Width="{Binding
17         Height, ElementName=btnToolbar}" Click="btnToolbar_Click">
18         <Image x:Name="imgMenuToolbarButton" Height="100" Width="100"/>
19     </Button>
20 </UserControl>
```

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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 System;
16 using Windows.UI;
17 using Windows.UI.Xaml;
18 using Windows.UI.Xaml.Controls;
19 using Windows.UI.Xaml.Media;
20 using Windows.UI.Xaml.Media.Imaging;
21
22 // The User Control item template is documented at http://go.microsoft.com/ ↗
23   fwlink/?LinkId=234236
24 namespace RaspiHomeTabletWindows.Menu.MenuToolbar
25 {
26     public sealed partial class ToolbarButtonView : UserControl
27     {
28         #region Fields
29         #region Constants
30         #endregion
31
32         #region Variables
33         private ToolbarButtonModel _model = null;
34
35         public event EventHandler _click;
36
37         private bool _isSelected = false;
38         private bool _isPressed = false;
39
40         private string _whoseButtonClicked = "";
41         #endregion
42         #endregion
43
44         #region Properties
45         public ToolbarButtonModel Model
46         {
47             get
48             {
49                 return _model;
50             }
51
52             set
53             {
54                 _model = value;
55             }
56         }
57     }
58 }
```

```
56     }
57
58     public bool IsSelected
59     {
60         get
61         {
62             return _isSelected;
63         }
64         set
65         {
66             _isSelected = value;
67
68             btnToolbar.IsTabStop = _isSelected;
69
70             if (value)
71             {
72                 btnToolbar.BorderThickness = new Thickness(6.5);
73                 btnToolbar.BorderBrush = new SolidColorBrush      ↗
74                     (Color.FromArgb(255, 73, 130, 5));
75             }
76             else
77             {
78                 btnToolbar.BorderThickness = new Thickness(5);
79                 btnToolbar.BorderBrush = new SolidColorBrush      ↗
80                     (Color.FromArgb(255, 76, 74, 75));
81             }
82         }
83
84     public bool IsPressed
85     {
86         get
87         {
88             return _isPressed;
89         }
90         set
91         {
92             _isPressed = value;
93         }
94     }
95
96     public string WhoseButtonClicked
97     {
98         get
99         {
100             return _whoseButtonClicked;
101         }
102         set
103         {
104             _whoseButtonClicked = value;
105         }
106     }
107 }
108
109 #endregion
```

```
110
111     #region Constructor
112     /// <summary>
113     /// Constructor: Initializer
114     /// </summary>
115     public ToolbarButtonView(string frameChoose, string description, ↗
116         string iconLink)
117     {
118         InitializeComponent();
119
120         this.Model = new ToolbarButtonModel(this);
121
122         this.WhoseButtonClicked = frameChoose;
123
124         SetInformation(description, iconLink);
125     }
126     #endregion
127
128     #region Events
129     /// <summary>
130     /// Event on the button
131     /// </summary>
132     /// <param name="sender"></param>
133     /// <param name="e"></param>
134     private void btnToolbar_Click(object sender, RoutedEventArgs e)
135     {
136         if (this._click != null)
137             this._click(this, null);
138         this.IsPressed = true;
139     }
140     #endregion
141
142     #region Methods
143     /// <summary>
144     /// Set information of the button on the toolbar
145     /// </summary>
146     /// <param name="description"></param>
147     /// <param name="iconLink"></param>
148     private void SetInformation(string description, string iconLink)
149     {
150         this.Model.SetInformation(description, iconLink);
151     }
152
153     /// <summary>
154     /// Change the Icon of the button on the toolbar
155     /// </summary>
156     /// <param name="iconPath"></param>
157     public void ChangeIcon(string iconPath)
158     {
159         if (iconPath != "")
160             this.imgMenuToolbarButton.Source = new BitmapImage(new Uri ↗
161                 (iconPath));
162     }
163 }
164 #endregion
165 }
```

```
1  /*-----*\
2  * Author    : Salvi Cyril
3  * Date      : 8th juny 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 namespace RaspiHomeTabletWindows.Modules.Home
16 {
17     public class HomeModel
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Varaibles
24         private HomeView _view = null;
25         #endregion
26         #endregion
27
28         #region Properties
29         public HomeView View
30         {
31             get
32             {
33                 return _view;
34             }
35
36             set
37             {
38                 _view = value;
39             }
40         }
41         #endregion
42
43         #region Constructor
44         /// <summary>
45         /// Constructor: Initializer
46         /// </summary>
47         public HomeModel(HomeView paramView)
48         {
49             this.View = paramView;
50         }
51         #endregion
52
53         #region Methods
54         #endregion
55     }
56 }
```

```
1 <Page
2   x:Class="RaspiHomeTabletWindows.Modules.Home.HomeView"
3   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5   xmlns:local="using:RaspiHomeTabletWindows.Modules.Home"
6   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8   mc:Ignorable="d">
9
10  <Grid>
11    <Grid.RowDefinitions>
12      <RowDefinition Height="50"/>
13      <RowDefinition/>
14    </Grid.RowDefinitions>
15    <StackPanel x:Name="stkLocationButton" Orientation="Horizontal"
16      Grid.Row="0"/>
17    <Frame x:Name="frmHome" Grid.Row="1"/>
18  </Grid>
19 </Page>
```



```

1  /*-----*\
2  * Author    : Salvi Cyril
3  * Date      : 8th june 2017
4  * Diploma  : RaspiHome
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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.LocationButton;
16 using System;
17 using System.Collections.Generic;
18 using Windows.UI.Xaml;
19 using Windows.UI.Xaml.Controls;
20
21 // The User Control item template is documented at http://go.microsoft.com/ ↗
22     fwlink/?LinkId=234236
23 namespace RaspiHomeTabletWindows.Modules.Home
24 {
25     public sealed partial class HomeView : Page
26     {
27
28         #region Fields
29         #region Constants
30         #endregion
31
32         #region Variables
33         private HomeModel _model = null;
34
35         private LocationButtonView _btnLocationButtonView = null;
36
37         private string _frameAlreadyChoose = "";
38         private List<string> _buttonInformation = new List<string>() {
39             "Maison", "Salon", "Cuisine",
40         };
41
42         private List<string> _listChoise = null;
43
44         private List<LocationButtonData> _lstLocationButtonData = null;
45         private List<LocationButtonView> _lstLocationButton = null;
46
47         private Windows.Storage.ApplicationDataContainer localSettings = ↗
48             Windows.Storage.ApplicationData.Current.LocalSettings;
49
50         #endregion
51
52         #region Properties
53         public HomeModel Model
54         {

```

```
55         get
56         {
57             return _model;
58         }
59
60         set
61         {
62             _model = value;
63         }
64     }
65
66     public string FrameAlreadyChoose
67     {
68         get
69         {
70             return _frameAlreadyChoose;
71         }
72
73         set
74         {
75             _frameAlreadyChoose = value;
76         }
77     }
78
79     public List<string> LstChoise
80     {
81         get
82         {
83             return _listChoise;
84         }
85
86         set
87         {
88             _listChoise = value;
89         }
90     }
91
92     public List<LocationButtonData> LstToolbarButtonData
93     {
94         get
95         {
96             return _lstLocationButtonData;
97         }
98
99         set
100        {
101            _lstLocationButtonData = value;
102        }
103    }
104
105     public List<LocationButtonView> LstToolbarButton
106     {
107         get
108         {
109             return _lstLocationButton;
110         }
```

```
111
112         set
113         {
114             _lstLocationButton = value;
115         }
116     }
117 #endregion
118
119 #region Constructor
120 /// <summary>
121 /// Constructor: Initializer
122 /// </summary>
123 public HomeView()
124 {
125     this.InitializeComponent();
126
127     this.Loaded += HomeView_Loaded;
128
129     this.Model = new HomeModel(this);
130
131     InitializeLocationButton();
132 }
133 #endregion
134
135 #region Events
136 private void HomeView_Loaded(object sender, RoutedEventArgs e)
137 {
138     UpdateMenuToolbar();
139 }
140
141 /// <summary>
142 /// Check the button clicked
143 /// </summary>
144 /// <param name="sender"></param>
145 /// <param name="e"></param>
146 private void _btnToolbarView__click(object sender, EventArgs e)
147 {
148     foreach (var locationButton in this.LstToolbarButton)
149     {
150         locationButton.IsSelected = false;
151     }
152
153     string buttonClicked = ((LocationButtonView) sender).WhoseButtonClicked;
154
155     localSettings.Values["NameButtonClicked"] = buttonClicked;
156
157     var actualFrameChoose = localSettings.Values["NameButtonClicked"];
158
159     switch (buttonClicked)
160     {
161     case "Maison":
162         if ((actualFrameChoose.ToString() != "Maison") ||
163             (actualFrameChoose == null))
164             localSettings.Values.Remove("NameButtonClicked");
```

```
165         localSettings.Values["NameButtonClicked"] = buttonClicked;
166         this.frmHome.Content = null;
167         this.frmHome.Navigate(typeof(Location.House.RoomView));
168         break;
169     case "Salon":
170         if ((actualFrameChoose.ToString() != "Salon") ||
171             (actualFrameChoose == null))
172             localSettings.Values.Remove("NameButtonClicked");
173
174         localSettings.Values["NameButtonClicked"] = buttonClicked;
175         this.frmHome.Content = null;
176         this.frmHome.Navigate(typeof
177             (Location.OtherRoom.RoomView));
178         break;
179     case "Cuisine":
180         if ((actualFrameChoose.ToString() != "Cuisine") ||
181             (actualFrameChoose == null))
182             localSettings.Values.Remove("NameButtonClicked");
183
184         localSettings.Values["NameButtonClicked"] = buttonClicked;
185         this.frmHome.Content = null;
186         this.frmHome.Navigate(typeof
187             (Location.OtherRoom.RoomView));
188         break;
189     case "Bureau":
190         if ((actualFrameChoose.ToString() != "Bureau") ||
191             (actualFrameChoose == null))
192             localSettings.Values.Remove("NameButtonClicked");
193
194         localSettings.Values["NameButtonClicked"] = buttonClicked;
195         this.frmHome.Content = null;
196         this.frmHome.Navigate(typeof
197             (Location.OtherRoom.RoomView));
198         break;
199     }
200
201     ((LocationButtonView)sender).IsSelected = true;
202 }
203 #endregion
204
205 #region Methods
206 /// <summary>
207 /// Initialize the button on the toolbar
208 /// </summary>
209 private void InitializeLocationButton()
210 {
211     this.LstToolbarButtonData = new List<LocationButtonData>();
212     this.LstToolbarButton = new List<LocationButtonView>();
213     this.LstChoise = new List<string>();
214
215     foreach (var buttonName in this._buttonInformation)
216     {
217         this.LstToolbarButtonData.Add(new LocationButtonData
218             (buttonName, buttonName));
219         this.LstChoise.Add(buttonName);
220     }
221 }
```

```
214     }
215
216     /// <summary>
217     /// Update the toolbar item
218     /// </summary>
219     private void UpdateMenuToolbar()
220     {
221         this.stkLocationButton.Children.Clear();
222         this.LstToolbarButton.Clear();
223         foreach (LocationButtonData t in this.LstToolbarButtonData)
224         {
225             this._btnLocationButtonView = new LocationButtonView      ↗
226                 (t.FrameChoose, t.Description);
227             this._btnLocationButtonView.Tag = t;
228             this._btnLocationButtonView._click += _btnToolbarView__click;
229             this.stkLocationButton.Children.Add                       ↗
230                 (this._btnLocationButtonView);
231             this.LstToolbarButton.Add(this._btnLocationButtonView);
232         }
233     }
234 }
235 #endregion
```

```
1  /*-----*\
2  * Author   : Salvi Cyril
3  * Date     : 8th juny 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 namespace RaspiHomeTabletWindows.Menu.LocationButton
16 {
17     public class LocationButtonModel : PropertyChangedBase
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Variables
24         private LocationButtonView _view = null;
25
26         private string _description = "";
27         private string _folderProjectName = "";
28         #endregion
29         #endregion
30
31         #region Properties
32
33         public LocationButtonView View
34         {
35             get
36             {
37                 return _view;
38             }
39
40             set
41             {
42                 _view = value;
43             }
44         }
45
46         public string FolderProjectName
47         {
48             get
49             {
50                 return _folderProjectName;
51             }
52
53             set
54             {
55                 _folderProjectName = value;
56             }
57         }
58     }
59 }
```

```
57     }
58
59     public string LocationName
60     {
61         get
62         {
63             return _description;
64         }
65
66         set
67         {
68             _description = value;
69             OnPropertyChanged("LocationName");
70         }
71     }
72     #endregion
73
74     #region Constructor
75     /// <summary>
76     /// Constructor: Initializer
77     /// </summary>
78     public LocationButtonModel(LocationButtonView paramView)
79     {
80         this.View = paramView;
81     }
82     #endregion
83
84     #region Methods
85     /// <summary>
86     /// Set information name
87     /// </summary>
88     /// <param name="description"></param>
89     public void SetInformation(string description)
90     {
91         this.LocationName = description;
92     }
93     #endregion
94 }
95 }
96
```

```
1  /*-----*\
2  * Author    : Salvi Cyril
3  * Date      : 8th july 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 namespace RaspiHomeTabletWindows.Menu.LocationButton
16 {
17     public class LocationButtonData
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Variables
24         private string _frameChoose;
25         private string _description;
26         private bool _isSelected = false;
27         #endregion
28         #endregion
29
30         #region Properties
31
32         public string FrameChoose
33         {
34             get
35             {
36                 return _frameChoose;
37             }
38
39             set
40             {
41                 _frameChoose = value;
42             }
43         }
44
45         public string Description
46         {
47             get
48             {
49                 return _description;
50             }
51
52             set
53             {
54                 _description = value;
55             }
56         }
57     }
58 }
```



```
57
58     public bool IsSelected
59     {
60         get
61         {
62             return _isSelected;
63         }
64         set
65         {
66             _isSelected = value;
67             this.IsSelected = value;
68         }
69     }
70 }
71 #endregion
72
73 #region Constructor
74 /// <summary>
75 /// Constructor: Initializer
76 /// </summary>
77 public LocationButtonData(string frameChoose, string description)
78 {
79     this.FrameChoose = frameChoose;
80     this.Description = description;
81 }
82 #endregion
83
84 #region Methods
85 #endregion
86 }
87 }
88
```

```
1 <UserControl
2     x:Class="RaspiHomeTabletWindows.Menu.LocationButton.LocationButtonView"
3     xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4     xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5     xmlns:local="using:RaspiHomeTabletWindows.Menu.LocationButton"
6     xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7     xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8     mc:Ignorable="d"
9     d:DesignHeight="50" d:DesignWidth="150">
10
11     <Button x:Name="btnButtonLocation" Height="50" Width="120"
12         Margin="10,0,20,0" Background="{StaticResource DefaultBackgroundColor}"
13         Click="btnButtonLocation_Click">
14         <TextBlock x:Name="tblLocationName" Text="{Binding Path=LocationName}"
15             Foreground="White" FontSize="28"/>
16     </Button>
17 </UserControl>
```

```
1  /*-----*\
2  * Author   : Salvi Cyril
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 System;
16 using Windows.UI;
17 using Windows.UI.Xaml;
18 using Windows.UI.Xaml.Controls;
19 using Windows.UI.Xaml.Media;
20
21 // The User Control item template is documented at http://go.microsoft.com/ ↗
22   fwlink/?LinkId=234236
23 namespace RaspiHomeTabletWindows.Menu.LocationButton
24 {
25     public sealed partial class LocationButtonView : UserControl
26     {
27         #region Fields
28         #region Constants
29         #endregion
30
31         #region Variables
32         private LocationButtonModel _model = null;
33
34         public event EventHandler _click;
35
36         private bool _isSelected = false;
37         private bool _isPressed = false;
38
39         private string _whoseButtonClicked = "";
40         #endregion
41         #endregion
42
43         #region Properties
44
45         public LocationButtonModel Model
46         {
47             get
48             {
49                 return _model;
50             }
51
52             set
53             {
54                 _model = value;
55             }
56         }
57     }
58 }
```

```
56     }
57
58     public bool IsSelected
59     {
60         get
61         {
62             return _isSelected;
63         }
64
65         set
66         {
67             _isSelected = value;
68
69             btnButtonLocation.IsTabStop = _isSelected;
70
71             if (value)
72             {
73                 btnButtonLocation.BorderThickness = new Thickness(3);
74                 btnButtonLocation.BorderBrush = new SolidColorBrush ↗
75                     (Color.FromArgb(255, 73, 130, 5));
76                 tblLocationName.Foreground = new SolidColorBrush ↗
77                     (Color.FromArgb(255, 73, 130, 5));
78             }
79             else
80             {
81                 btnButtonLocation.BorderThickness = new Thickness(1);
82                 btnButtonLocation.BorderBrush = new SolidColorBrush ↗
83                     (Color.FromArgb(255, 76, 74, 75));
84                 tblLocationName.Foreground = new SolidColorBrush ↗
85                     (Color.FromArgb(255, 255, 255, 255));
86             }
87         }
88     }
89
90     public bool IsPressed
91     {
92         get
93         {
94             return _isPressed;
95         }
96
97         set
98         {
99             _isPressed = value;
100         }
101     }
102
103     public string WhoseButtonClicked
104     {
105         get
106         {
107             return _whoseButtonClicked;
108         }
109
110         set
111         {
112         }
113     }
114 }
```

```
108         _whoseButtonClicked = value;
109     }
110 }
111 #endregion
112
113 #region Constructor
114 /// <summary>
115 /// Constructor: Initializer
116 /// </summary>
117 public LocationButtonView(string frameChoose, string description)
118 {
119     this.InitializeComponent();
120
121     this.Model = new LocationButtonModel(this);
122
123     this.WwhoseButtonClicked = frameChoose;
124
125     SetInformation(description);
126
127     this.tblLocationName.Text = description;
128 }
129 #endregion
130
131 #region Events
132 /// <summary>
133 /// Event on the button
134 /// </summary>
135 /// <param name="sender"></param>
136 /// <param name="e"></param>
137 private void btnButtonLocation_Click(object sender, RoutedEventArgs e)
138 {
139     if (this._click != null)
140         this._click(this, null);
141     this.IsPressed = true;
142 }
143 #endregion
144
145 #region Methods
146 /// <summary>
147 /// Set the Text of the button
148 /// </summary>
149 /// <param name="description"></param>
150 private void SetInformation(string description)
151 {
152     this.Model.SetInformation(description);
153 }
154 #endregion
155
156 }
157 }
158
```

```
1  /*-----*\
2  * Author    : Salvi Cyril
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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 namespace RaspiHomeTabletWindows.Modules.Home.Location.House
16 {
17     public class RoomModel
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Varaibles
24         private RoomView _view = null;
25
26         Windows.Storage.ApplicationDataContainer localSettings =
27             Windows.Storage.ApplicationData.Current.LocalSettings;
28         #endregion
29
30         #region Properties
31         public RoomView View
32         {
33             get
34             {
35                 return _view;
36             }
37
38             set
39             {
40                 _view = value;
41             }
42         }
43         #endregion
44
45         #region Constructor
46         /// <summary>
47         /// Constructor: Initializer
48         /// </summary>
49         public RoomModel(RoomView paramView)
50         {
51             this.View = paramView;
52         }
53         #endregion
54
55         #region Methods
```

```
56      /// <summary>
57      /// Save message to be send
58      /// </summary>
59      /// <param name="action"></param>
60      /// <param name="component"></param>
61      public void SendMessage(string action, string component)
62      {
63          localSettings.Values["SendMessageToServer"] = action + " " +
64              component;
65      }
66      #endregion
67  }
68
```

```

1 <Page
2   x:Class="RaspiHomeTabletWindows.Modules.Home.Location.House.RoomView"
3   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5   xmlns:local="using:RaspiHomeTabletWindows.Modules.Home.Location.House"
6   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8   mc:Ignorable="d">
9
10  <RelativePanel x:Name="rpn1Display" Margin="10">
11      <!--LIGHT BUTTON-->
12      <Rectangle x:Name="rect1" Width="17"/>
13      <TextBlock x:Name="tblLight" Text="Lumière"
14          RelativePanel.RightOf="rect1" RelativePanel.AlignTopWithPanel="True"
15          FontSize="26"/>
16      <Button x:Name="btnLightOnOff" RelativePanel.Below="tblLight"
17          Height="120" Width="120" Background="{StaticResource
18              DefaultBackgroundColor}" HorizontalContentAlignment="Center"
19          VerticalContentAlignment="Center" Click="btnLightOnOff_Click">
20          <Image x:Name="imgLightButton" Source="ms-appx:///Icon/bulb.png"/>
21      </Button>
22
23      <!--STORE BUTTON-->
24      <!--UP-->
25      <Rectangle x:Name="rect2" Width="20"
26          RelativePanel.AlignRightWithPanel="True"/>
27      <TextBlock x:Name="tblUp" Text="Monter" RelativePanel.LeftOf="rect2"
28          RelativePanel.AlignTopWithPanel="True" FontSize="26"/>
29      <Button x:Name="btnStoreUp" RelativePanel.AlignRightWithPanel="True"
30          RelativePanel.Below="tblUp" Height="120" Width="120"
31          Background="{StaticResource DefaultBackgroundColor}"
32          HorizontalContentAlignment="Center" VerticalContentAlignment="Center"
33          Click="btnStoreUp_Click">
34          <Image Source="ms-appx:///Icon/arrowUp.png"/>
35      </Button>
36
37      <Rectangle x:Name="rect3" Height="20" Width="120"
38          RelativePanel.AlignRightWithPanel="True"
39          RelativePanel.Below="btnStoreUp"/>
40
41      <!--DOWN-->
42      <Button x:Name="btnStoreDown" RelativePanel.AlignRightWithPanel="True"
43          RelativePanel.Below="rect3" Height="120" Width="120"
44          Background="{StaticResource DefaultBackgroundColor}"
45          HorizontalContentAlignment="Center" VerticalContentAlignment="Center"
46          Click="btnStoreDown_Click">
47          <Image Source="ms-appx:///Icon/arrowDown.png"/>
48      </Button>
49      <TextBlock x:Name="tblDown" Text="Descendre"
50          RelativePanel.AlignHorizontalCenterWith="tblUp"
51          RelativePanel.Below="btnStoreDown" FontSize="26"/>
52
53      <!--OPEN-->
54      <TextBlock x:Name="tblOpen" Text="Ouvrir"
55          RelativePanel.AlignHorizontalCenterWith="tblUp"
56          RelativePanel.Above="btnStoreOpen" FontSize="26"/>

```



```

...TabletWindows\Modules\Home\Location\House\RoomView.xaml 2
36     <Button x:Name="btnStoreOpen" RelativePanel.AlignRightWithPanel="True"  ↗
        RelativePanel.Above="rect4" Height="120" Width="120"  ↗
        Background="{StaticResource DefaultBackgroundColor}"  ↗
        HorizontalContentAlignment="Center" VerticalContentAlignment="Center"  ↗
        Click="btnStoreOpen_Click">
37         <Image Source="ms-appx:///Icon/arrowUp.png"/>
38     </Button>
39
40     <Rectangle x:Name="rect4" Height="20" Width="150"  ↗
        RelativePanel.AlignRightWithPanel="True"  ↗
        RelativePanel.Above="btnStoreClose"/>
41
42     <!--CLOSE-->
43     <Button x:Name="btnStoreClose" RelativePanel.AlignRightWithPanel="True"  ↗
        RelativePanel.Above="tblClose" Height="120" Width="120"  ↗
        Background="{StaticResource DefaultBackgroundColor}"  ↗
        HorizontalContentAlignment="Center" VerticalContentAlignment="Center"  ↗
        Click="btnStoreClose_Click">
44         <Image Source="ms-appx:///Icon/arrowDown.png"/>
45     </Button>
46     <TextBlock x:Name="tblClose" Text="Fermer"  ↗
        RelativePanel.AlignHorizontalCenterWith="tblUp"  ↗
        RelativePanel.AlignBottomWithPanel="True" FontSize="26"/>
47 </RelativePanel>
48 </Page>
49

```

```
1  /*-----*\
2  * Author    : Salvi Cyril
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 System;
16 using Windows.UI.Xaml;
17 using Windows.UI.Xaml.Controls;
18 using Windows.UI.Xaml.Media.Imaging;
19
20 // The User Control item template is documented at http://go.microsoft.com/ ↗
21     fwlink/?LinkId=234236
22 namespace RaspiHomeTabletWindows.Modules.Home.Location.House
23 {
24     public sealed partial class RoomView : Page
25     {
26         #region Fields
27         #region Constants
28         #endregion
29
30         #region Varaibles
31         private RoomModel _model = null;
32
33         private bool _isOn = false;
34         private bool _isUp = false;
35         private bool _isDown = false;
36         private bool _isOpen = false;
37         private bool _isClose = false;
38         #endregion
39         #endregion
40
41         #region Properties
42         public RoomModel Model
43         {
44             get
45             {
46                 return _model;
47             }
48
49             set
50             {
51                 _model = value;
52             }
53         }
54
55         public bool IsOn
```

```
56     {
57         get
58         {
59             return _isOn;
60         }
61
62         set
63         {
64             _isOn = value;
65
66             if (value)
67             {
68                 // Send message to save
69                 this.Model.SendMessage("allumer", "lumiere");
70                 //Change the picture
71                 this.imgLightButton.Source = new BitmapImage(new Uri("ms- ↗
appx:///Icon/bulbLighting.png"));
72             }
73             else
74             {
75                 // Send message to save
76                 this.Model.SendMessage("eteindre", "lumiere");
77                 // Change the picture
78                 this.imgLightButton.Source = new BitmapImage(new Uri("ms- ↗
appx:///Icon/bulb.png"));
79             }
80         }
81     }
82
83     public bool IsUp
84     {
85         get
86         {
87             return _isUp;
88         }
89
90         set
91         {
92             _isUp = value;
93         }
94     }
95
96     public bool IsDown
97     {
98         get
99         {
100             return _isDown;
101         }
102
103         set
104         {
105             _isDown = value;
106         }
107     }
108
109     public bool IsOpen
```

```
110     {
111         get
112         {
113             return _isOpen;
114         }
115
116         set
117         {
118             _isOpen = value;
119         }
120     }
121
122     public bool IsClose
123     {
124         get
125         {
126             return _isClose;
127         }
128
129         set
130         {
131             _isClose = value;
132         }
133     }
134     #endregion
135
136     #region Constructor
137     /// <summary>
138     /// Constructor: Initializer
139     /// </summary>
140     public RoomView()
141     {
142         this.InitializeComponent();
143
144         this.Model = new RoomModel(this);
145     }
146     #endregion
147
148     #region Events
149     /// <summary>
150     /// Light control
151     /// </summary>
152     private void btnLightOnOff_Click(object sender, RoutedEventArgs e)
153     {
154         this.IsOn = !this.IsOn;
155     }
156     ///
157
158     /// <summary>
159     /// Store control
160     /// </summary>
161     private void btnStoreUp_Click(object sender, RoutedEventArgs e)
162     {
163         this.IsUp = true;
164         this.Model.SendMessage("monter", "store");
165     }
```

```
166
167     private void btnStoreDown_Click(object sender, RoutedEventArgs e)
168     {
169         this.IsDown = true;
170         this.Model.SendMessage("descendre", "store");
171     }
172
173     private void btnStoreOpen_Click(object sender, RoutedEventArgs e)
174     {
175         this.IsOpen = true;
176         this.Model.SendMessage("ouvrir", "store");
177     }
178
179     private void btnStoreClose_Click(object sender, RoutedEventArgs e)
180     {
181         this.IsClose = true;
182         this.Model.SendMessage("fermer", "store");
183     }
184     #endregion
185
186     #region Methods
187     #endregion
188 }
189 }
190
```

```
1  /*-----*\
2  * Author   : Salvi Cyril
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 System;
16 using System.Linq;
17 using System.Threading.Tasks;
18 using Windows.UI.Xaml;
19
20 namespace RaspiHomeTabletWindows.Modules.Home.Location.OtherRoom
21 {
22     public class RoomModel
23     {
24         #region Fields
25         #region Constants
26         #endregion
27
28         #region Varaibles
29         private RoomView _view = null;
30
31         private string _messageReaded = "";
32
33         DispatcherTimer _dTimer = null;
34
35         Windows.Storage.ApplicationDataContainer localSettings =
36             Windows.Storage.ApplicationData.Current.LocalSettings;
37         #endregion
38
39         #region Properties
40         public RoomView View
41         {
42             get
43             {
44                 return _view;
45             }
46
47             set
48             {
49                 _view = value;
50             }
51         }
52
53         public string MessageReceive
54         {
55             get
```

```
56         {
57             return _messageReaded;
58         }
59
60         set
61         {
62             _messageReaded = value;
63         }
64     }
65 #endregion
66
67 #region Constructor
68 /// <summary>
69 /// Constructor: Initializer
70 /// </summary>
71 public RoomModel(RoomView paramView)
72 {
73     this.View = paramView;
74
75     this._dTimer = new DispatcherTimer();
76     this._dTimer.Interval = new TimeSpan(200);
77     this._dTimer.Tick += _dTimer_Tick; ;
78
79     this._dTimer.Start();
80
81     this.InitializeState();
82 }
83
84 private void _dTimer_Tick(object sender, object e)
85 {
86     if (localSettings.Values["ReceiveMessageFromServer"] != null)
87     {
88         var messageToSend = localSettings.Values
89             ["ReceiveMessageFromServer"];
90         this.MessageReceive = messageToSend.ToString();
91         UpDateView();
92         localSettings.Values.Remove("ReceiveMessageFromServer");
93
94         this._dTimer.Stop();
95     }
96 }
97 #endregion
98
99 #region Events
100 /// <summary>
101 /// Initialize at the start (check if the sense hat exist)
102 /// </summary>
103 private void InitializeState()
104 {
105     // Update state room
106     var locationName = localSettings.Values["NameButtonClicked"];
107
108     if (locationName != null)
109         localSettings.Values["SendMessageToServer"] = "etat " +
110             locationName;
111     else
```

```
110         localSettings.Values["SendMessageToServer"] = "etat salon";
111     }
112 #endregion
113
114 #region Methods
115     /// <summary>
116     /// Save value to be send
117     /// </summary>
118     /// <param name="action"></param>
119     /// <param name="component"></param>
120     public void SendMessage(string action, string component)
121     {
122         var locationName = localSettings.Values["NameButtonClicked"];
123
124         if (locationName != null)
125             localSettings.Values["SendMessageToServer"] = action + " " +
126                 component + " " + locationName;
127     }
128     /// <summary>
129     /// Update state values on the view
130     /// </summary>
131     private async void UpDateView()
132     {
133         await Task.Delay(TimeSpan.FromMilliseconds(200));
134
135         this.View.EnableDisplayState();
136
137         var informations = this.MessageReceive.Split(';');
138         foreach (var info in informations)
139         {
140             switch (info.Split('=').First())
141             {
142                 case "TEMP":
143                     this.View.StrTemp = info.Split('=').Last();
144                     break;
145                 case "HUMI":
146                     this.View.StrHumi = info.Split('=').Last();
147                     break;
148                 case "PRES":
149                     this.View.StrPres = info.Split('=').Last();
150                     break;
151             }
152         }
153     }
154 #endregion
155 }
156 }
157
```



```

1  <Page
2      x:Class="RaspiHomeTabletWindows.Modules.Home.Location.OtherRoom.RoomView"
3      xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4      xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5      xmlns:local="using:RaspiHomeTabletWindows.Modules.Home.Location.OtherRoom"
6      xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7      xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8      mc:Ignorable="d">
9
10     <RelativePanel x:Name="rpnlDisplay" Margin="10">
11         <!--LIGHT BUTTON-->
12         <Rectangle x:Name="rectTextLight" Width="17"/>
13         <TextBlock x:Name="tblLight" Text="Lumière"
14             RelativePanel.RightOf="rectTextLight"
15             RelativePanel.AlignTopWithPanel="True" FontSize="26"/>
16         <Button x:Name="btnLightOnOff" RelativePanel.Below="tblLight"
17             Height="120" Width="120" Background="{StaticResource
18                 DefaultBackgroundColor}" HorizontalContentAlignment="Center"
19                 VerticalContentAlignment="Center" Click="btnLightOnOff_Click">
20             <Image x:Name="imgLightButton" Source="ms-appx:///Icon/bulb.png"/>
21         </Button>
22
23         <!--STATE OF THE ROOM-->
24         <!--HUMIDITY-->
25         <Rectangle x:Name="rectHumid" RelativePanel.AlignBottomWithPanel="True"
26             Height="34"/>
27         <Rectangle x:Name="rectInformation" RelativePanel.Above="rectHumid"
28             Width="75"/>
29         <Image x:Name="imgHumidity" Visibility="Collapsed" Source="ms-appx:///
30             Icon/Humidity.png " RelativePanel.AlignLeftWithPanel="True"
31             RelativePanel.Above="rectHumid" Height="75"/>
32
33         <!--TEMPERATURE-->
34         <Rectangle x:Name="rectThermo" RelativePanel.Above="imgHumidity"
35             Height="34"/>
36         <Image x:Name="imgThermometer" Visibility="Collapsed" Source="ms-
37             appx:///Icon/Thermometer.png "
38             RelativePanel.AlignHorizontalCenterWith="imgHumidity"
39             RelativePanel.Above="rectThermo" Height="75"/>
40
41         <Rectangle x:Name="rectPressure" RelativePanel.Above="rectHumid"
42             Width="250"/>
43         <Rectangle x:Name="rectInformation2" RelativePanel.Above="rectHumid"
44             Width="350"/>
45
46         <!--PRESSURE-->
47         <Image x:Name="imgBarometer" Visibility="Collapsed" Source="ms-appx:///
48             Icon/Pressure.png " RelativePanel.RightOf="rectPressure"
49             RelativePanel.AlignVerticalCenterWith="imgThermometer" Height="65"/>
50
51         <TextBlock x:Name="tblTemperature"
52             RelativePanel.RightOf="rectInformation"
53             RelativePanel.AlignVerticalCenterWith="imgThermometer" FontSize="26"/>
54
55         <TextBlock x:Name="tblHumidity" RelativePanel.RightOf="rectInformation"
56             RelativePanel.AlignVerticalCenterWith="imgHumidity" FontSize="26"/>

```

```

36      <TextBlock x:Name="tblPressure"
37          RelativePanel.RightOf="rectInformation2"
38          RelativePanel.AlignVerticalCenterWith="imgBarometer" FontSize="26"/>
39
40      <!--STORE BUTTON-->
41      <!--UP-->
42      <Rectangle x:Name="rect2" Width="20"
43          RelativePanel.AlignRightWithPanel="True"/>
44      <TextBlock x:Name="tblUp" Text="Monter" RelativePanel.LeftOf="rect2"
45          RelativePanel.AlignTopWithPanel="True" FontSize="26"/>
46      <Button x:Name="btnStoreUp" RelativePanel.AlignRightWithPanel="True"
47          RelativePanel.Below="tblUp" Height="120" Width="120"
48          Background="{StaticResource DefaultBackgroundColor}"
49          HorizontalContentAlignment="Center" VerticalContentAlignment="Center"
50          Click="btnStoreUp_Click">
51          <Image Source="ms-appx:///Icon/arrowUp.png"/>
52      </Button>
53
54      <Rectangle x:Name="rect3" Height="20" Width="120"
55          RelativePanel.AlignRightWithPanel="True"
56          RelativePanel.Below="btnStoreUp"/>
57
58      <!--DOWN-->
59      <Button x:Name="btnStoreDown" RelativePanel.AlignRightWithPanel="True"
60          RelativePanel.Below="rect3" Height="120" Width="120"
61          Background="{StaticResource DefaultBackgroundColor}"
62          HorizontalContentAlignment="Center" VerticalContentAlignment="Center"
63          Click="btnStoreDown_Click">
64          <Image Source="ms-appx:///Icon/arrowDown.png"/>
65      </Button>
66
67      <TextBlock x:Name="tblDown" Text="Descendre"
68          RelativePanel.AlignHorizontalCenterWith="tblUp"
69          RelativePanel.Below="btnStoreDown" FontSize="26"/>
70
71      <!--OPEN-->
72      <TextBlock x:Name="tblOpen" Text="Ouvrir"
73          RelativePanel.AlignHorizontalCenterWith="tblUp"
74          RelativePanel.Above="btnStoreOpen" FontSize="26"/>
75      <Button x:Name="btnStoreOpen" RelativePanel.AlignRightWithPanel="True"
76          RelativePanel.Above="rect4" Height="120" Width="120"
77          Background="{StaticResource DefaultBackgroundColor}"
78          HorizontalContentAlignment="Center" VerticalContentAlignment="Center"
79          Click="btnStoreOpen_Click">
80          <Image Source="ms-appx:///Icon/arrowUp.png"/>
81      </Button>
82
83      <Rectangle x:Name="rect4" Height="20" Width="150"
84          RelativePanel.AlignRightWithPanel="True"
85          RelativePanel.Above="btnStoreClose"/>
86
87      <!--CLOSE-->
88      <Button x:Name="btnStoreClose" RelativePanel.AlignRightWithPanel="True"
89          RelativePanel.Above="tblClose" Height="120" Width="120"
90          Background="{StaticResource DefaultBackgroundColor}"

```

```

        HorizontalContentAlignment="Center" VerticalContentAlignment="Center" ↗
        Click="btnStoreClose_Click">
66     <Image Source="ms-appx:///Icon/arrowDown.png"/>
67 </Button>
68 <TextBlock x:Name="tblClose" Text="Fermer"
        RelativePanel.AlignHorizontalCenterWith="tblUp"
        RelativePanel.AlignBottomWithPanel="True" FontSize="26"/> ↗
69 </RelativePanel>
70 </Page>
71

```

```
1  /*-----*\
2  * Author    : Salvi Cyril
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 System;
16 using Windows.UI.Xaml;
17 using Windows.UI.Xaml.Controls;
18 using Windows.UI.Xaml.Media.Imaging;
19
20 // The User Control item template is documented at http://go.microsoft.com/ ↗
21     fwlink/?LinkId=234236
22 namespace RaspiHomeTabletWindows.Modules.Home.Location.OtherRoom
23 {
24     public sealed partial class RoomView : Page
25     {
26         #region Fields
27         #region Constants
28         #endregion
29
30         #region Varaibles
31         private RoomModel _model = null;
32
33         private string _strTemp = "";
34         private string _strHumi = "";
35         private string _strPres = "";
36
37         private bool _isOn = false;
38         private bool _isUp = false;
39         private bool _isDown = false;
40         private bool _isOpen = false;
41         private bool _isClose = false;
42         #endregion
43         #endregion
44
45         #region Properties
46         public RoomModel Model
47         {
48             get
49             {
50                 return _model;
51             }
52
53             set
54             {
55                 _model = value;
```

```
56         }
57     }
58
59     public string StrTemp
60     {
61         get
62         {
63             return _strTemp;
64         }
65
66         set
67         {
68             _strTemp = value;
69
70             this.tblTemperature.Text = value + " °C";
71         }
72     }
73
74     public string StrHumi
75     {
76         get
77         {
78             return _strHumi;
79         }
80
81         set
82         {
83             _strHumi = value;
84
85             this.tblHumidity.Text = value + " %";
86         }
87     }
88
89     public string StrPres
90     {
91         get
92         {
93             return _strPres;
94         }
95
96         set
97         {
98             _strPres = value;
99
100             this.tblPressure.Text = value + " [hPa]";
101         }
102     }
103
104     public bool IsOn
105     {
106         get
107         {
108             return _isOn;
109         }
110
111         set
```

```
112         {
113             _isOn = value;
114
115             if (value)
116             {
117                 // Send message to save
118                 this.Model.SendMessage("allumer", "lumiere");
119                 // Change the picture
120                 this.imgLightButton.Source = new BitmapImage(new Uri("ms- ↗
appx:///Icon/bulbLighting.png"));
121             }
122             else
123             {
124                 // Save message to save
125                 this.Model.SendMessage("eteindre", "lumiere");
126                 // Change the picture
127                 this.imgLightButton.Source = new BitmapImage(new Uri("ms- ↗
appx:///Icon/bulb.png"));
128             }
129         }
130     }
131
132     public bool IsUp
133     {
134         get
135         {
136             return _isUp;
137         }
138
139         set
140         {
141             _isUp = value;
142         }
143     }
144
145     public bool IsDown
146     {
147         get
148         {
149             return _isDown;
150         }
151
152         set
153         {
154             _isDown = value;
155         }
156     }
157
158     public bool IsOpen
159     {
160         get
161         {
162             return _isOpen;
163         }
164
165         set
```

```
166         {
167             _isOpen = value;
168         }
169     }
170
171     public bool IsClose
172     {
173         get
174         {
175             return _isClose;
176         }
177
178         set
179         {
180             _isClose = value;
181         }
182     }
183 #endregion
184
185 #region Constructor
186 /// <summary>
187 /// Constructor: Initializer
188 /// </summary>
189 public RoomView()
190 {
191     this.InitializeComponent();
192
193     this.Model = new RoomModel(this);
194 }
195 #endregion
196
197 #region Events
198 /// <summary>
199 /// Light control
200 /// </summary>
201 private void btnLightOnOff_Click(object sender, RoutedEventArgs e)
202 {
203     this.IsOn = !this.IsOn;
204 }
205
206 /// <summary>
207 /// Store control
208 /// </summary>
209 private void btnStoreUp_Click(object sender, RoutedEventArgs e)
210 {
211     this.IsUp = true;
212     this.Model.SendMessage("monter", "store");
213 }
214
215 private void btnStoreDown_Click(object sender, RoutedEventArgs e)
216 {
217     this.IsDown = true;
218     this.Model.SendMessage("descendre", "store");
219 }
220
221 private void btnStoreOpen_Click(object sender, RoutedEventArgs e)
```

```
222     {
223         this.IsOpen = true;
224         this.Model.SendMessage("ouvrir", "store");
225     }
226
227     private void btnStoreClose_Click(object sender, RoutedEventArgs e)
228     {
229         this.IsClose = true;
230         this.Model.SendMessage("fermer", "store");
231     }
232     #endregion
233
234     #region Methods
235     /// <summary>
236     /// Set to visible the state values if exist
237     /// </summary>
238     public void EnableDisplayState()
239     {
240         this.imgThermometer.Visibility = Visibility.Visible;
241         this.imgHumidity.Visibility = Visibility.Visible;
242         this.imgBarometer.Visibility = Visibility.Visible;
243     }
244     #endregion
245 }
246 }
247
```



```

1  /*-----*\
2  * Author    : Salvi Cyril
3  * Date      : 8th juny 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 namespace RaspiHomeTabletWindows.Modules.GlobalSetup
16 {
17     public class GlobalSetupModel : PropertyChangedBase
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Variables
24         private GlobalSetupView _view = null;
25         #endregion
26         #endregion
27
28         #region Properties
29         public GlobalSetupView View
30         {
31             get
32             {
33                 return _view;
34             }
35
36             set
37             {
38                 _view = value;
39             }
40         }
41         #endregion
42
43         #region Constructor
44         public GlobalSetupModel(GlobalSetupView paramView)
45         {
46             this.View = paramView;
47         }
48         #endregion
49
50         #region Methods
51         #endregion
52     }
53 }
54

```

```
1 <Page
2   x:Class="RaspiHomeTabletWindows.Modules.GlobalSetup.GlobalSetupView"
3   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5   xmlns:local="using:RaspiHomeTabletWindows.Modules.GlobalSetup"
6   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8   mc:Ignorable="d">
9
10  <Grid>
11    <Image Source="ms-appx:///Icon/GlobalSetup.png"/>
12  </Grid>
13 </Page>
14
```

```
1  /*-----*\
2  * Author    : Salvi Cyril
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 Windows.UI.Xaml.Controls;
16
17 // The User Control item template is documented at http://go.microsoft.com/ ↗
18  /fwlink/?LinkId=234236
19 namespace RaspiHomeTabletWindows.Modules.GlobalSetup
20 {
21     public sealed partial class GlobalSetupView : Page
22     {
23         #region Fields
24         #region Constants
25         #endregion
26
27         #region Variables
28         private GlobalSetupModel _model = null;
29         #endregion
30         #endregion
31
32         #region Properties
33         public GlobalSetupModel Model
34         {
35             get
36             {
37                 return _model;
38             }
39
40             set
41             {
42                 _model = value;
43             }
44         }
45         #endregion
46
47         #region Constructor
48         /// <summary>
49         /// Constructor: Initializer
50         /// </summary>
51         public GlobalSetupView()
52         {
53             this.InitializeComponent();
54
55             this.Model = new GlobalSetupModel(this);
```

```
56         }
57         #endregion
58
59         #region Events
60         #endregion
61
62         #region Methods
63         #endregion
64     }
65 }
66
```

```
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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 namespace RaspiHomeTabletWindows.Modules.Information
16 {
17     public class InformationModel : PropertyChangedBase
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Variables
24         private InformationView _view = null;
25         #endregion
26         #endregion
27
28         #region Properties
29         public InformationView View
30         {
31             get
32             {
33                 return _view;
34             }
35
36             set
37             {
38                 _view = value;
39             }
40         }
41         #endregion
42
43         #region Constructor
44         /// <summary>
45         /// Constructor: Initializer
46         /// </summary>
47         public InformationModel(InformationView paramView)
48         {
49             this.View = paramView;
50         }
51         #endregion
52
53         #region Methods
54         #endregion
55     }
56 }
```

```
1 <Page
2   x:Class="RaspiHomeTabletWindows.Modules.Information.InformationView"
3   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5   xmlns:local="using:RaspiHomeTabletWindows.Modules.Information"
6   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8   mc:Ignorable="d">
9
10  <Grid>
11    <Image Source="ms-appx:///Icon/Information.png" />
12  </Grid>
13 </Page>
14
```

```
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17 // The User Control item template is documented at http://go.microsoft.com/ ↗
18     fwlink/?LinkId=234236
19 namespace RaspiHomeTabletWindows.Modules.Information
20 {
21     public sealed partial class InformationView : Page
22     {
23         #region Fields
24         #region Constants
25         #endregion
26
27         #region Variables
28         private InformationModel _model = null;
29         #endregion
30         #endregion
31
32         #region Properties
33         public InformationModel Model
34         {
35             get
36             {
37                 return _model;
38             }
39
40             set
41             {
42                 _model = value;
43             }
44         }
45         #endregion
46
47         #region Constructor
48         /// <summary>
49         /// Constructor: Initializer
50         /// </summary>
51         public InformationView()
52         {
53             this.InitializeComponent();
54
55             this.Model = new InformationModel(this);
```

```
56         }  
57         #endregion  
58  
59         #region Events  
60         #endregion  
61  
62         #region Methods  
63         #endregion  
64     }  
65 }  
66
```



```

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11 *   interface to order the component linked with
12 *   the other Raspberry Pi.
13 \*-----*/
14
15 namespace RaspiHomeTabletWindows.Modules.Setting
16 {
17     public class SettingModel : PropertyChangedBase
18     {
19         #region Fields
20         #region Constants
21         #endregion
22
23         #region Varaibles
24         private SettingView _view = null;
25         #endregion
26         #endregion
27
28         #region Properties
29         public SettingView View
30         {
31             get
32             {
33                 return _view;
34             }
35
36             set
37             {
38                 _view = value;
39             }
40         }
41         #endregion
42
43         #region Constructor
44         /// <summary>
45         /// Constructor: Initializer
46         /// </summary>
47         public SettingModel(SettingView paramView)
48         {
49             this.View = paramView;
50         }
51         #endregion
52
53         #region Methods
54         #endregion
55     }
56 }

```

```
1 <Page
2   x:Class="RaspiHomeTabletWindows.Modules.Setting.SettingView"
3   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5   xmlns:local="using:RaspiHomeTabletWindows.Modules.Setting"
6   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
7   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
8   mc:Ignorable="d">
9
10  <Grid>
11    <Image Source="ms-appx:///Icon/Setting.png" />
12  </Grid>
13 </Page>
14
```

```
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11 *   interface to order the component linked with
12 *   the other Raspberry Pi.
13 \*-----*/
14
15 using Windows.UI.Xaml.Controls;
16
17 // The User Control item template is documented at http://go.microsoft.com/ ↗
18   fwlink/?LinkId=234236
19 namespace RaspiHomeTabletWindows.Modules.Setting
20 {
21     public sealed partial class SettingView : Page
22     {
23         #region Fields
24         #region Constants
25         #endregion
26
27         #region Variables
28         private SettingModel _model = null;
29         #endregion
30         #endregion
31
32         #region Properties
33         public SettingModel Model
34         {
35             get
36             {
37                 return _model;
38             }
39
40             set
41             {
42                 _model = value;
43             }
44         }
45         #endregion
46
47         #region Constructor
48         /// <summary>
49         /// Constructor: Initializer
50         /// </summary>
51         public SettingView()
52         {
53             this.InitializeComponent();
54
55             this.Model = new SettingModel(this);
```

```
56         }  
57         #endregion  
58  
59         #region Events  
60         #endregion  
61  
62         #region Methods  
63         #endregion  
64     }  
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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 System.ComponentModel;
16
17 namespace RaspiHomeTabletWindows
18 {
19     public class PropertyChangedBase
20     {
21         public event PropertyChangedEventHandler PropertyChanged;
22
23         protected virtual void OnPropertyChanged(string propertyName)
24         {
25             //Raise the PropertyChanged event on the UI Thread, with the      ↗
26             //relevant propertyName parameter:
27             if (PropertyChanged != null)
28             {
29                 PropertyChanged(this, new PropertyChangedEventArgs      ↗
30                     (propertyName));
31             }
32         }
33     }
34 }

```

```

1  <Application
2      x:Class="RaspiHomeTabletWindows.App"
3      xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
4      xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
5      xmlns:local="using:RaspiHomeTabletWindows"
6      RequestedTheme="Light">
7      <Application.Resources>
8          <!--|   COLOR   |-->
9          <Color x:Key="White">#FFFDFDFD</Color>
10         <Color x:Key="LightGray">#FFEEEEEE</Color>
11         <Color x:Key="Gray">#FFBCBCBC</Color>
12         <Color x:Key="DarkGray">#FF2C2C2C</Color>
13         <Color x:Key="ShadowGray">#FF4C4A4B</Color>
14         <Color x:Key="GreenForest">#FF498205</Color>
15
16         <!--Event color-->
17         <Color x:Key="WhiteOnEvent">#80F5F5F5</Color>
18         <Color x:Key="DarkGrayOnEvent">#802C2C2C</Color>
19         <Color x:Key="BlueAzureOnEvent">#80498205</Color>
20
21         <!--|   BRUSH   |-->
22         <SolidColorBrush x:Key="DefaultBackColor"
23             Color="{StaticResource White}"/>
24
25         <SolidColorBrush x:Key="DefaultBackgroundColor"
26             Color="{StaticResource ShadowGray}"/>
27
28         <SolidColorBrush x:Key="DefaultBorderColor"
29             Color="{StaticResource DarkGray}"/>
30
31         <SolidColorBrush x:Key="OverColor"
32             Color="{StaticResource WhiteOnEvent}"/>
33
34         <SolidColorBrush x:Key="PressedColor"
35             Color="{StaticResource DarkGrayOnEvent}"/>
36         <!--|   STYLE   |-->
37         <Style x:Name="styleRoundButton" TargetType="Button">
38             <Setter Property="Background" Value="{StaticResource
39                 DefaultBackColor}"/>
40             <Setter Property="BorderBrush" Value="{StaticResource
41                 DefaultBackgroundColor}"/>
42             <Setter Property="BorderThickness" Value="5"/>
43             <Setter Property="Template">
44                 <Setter.Value>
45                     <ControlTemplate TargetType="Button">
46                         <Border x:Name="Border"
47                             Background="{TemplateBinding Background}"
48                             BorderBrush="{TemplateBinding BorderBrush}"
49                             BorderThickness="{TemplateBinding BorderThickness}"
50                             CornerRadius="70">
51                             <ContentPresenter
52                                 HorizontalAlignment="{TemplateBinding
53                                     HorizontalContentAlignment}"
54                                 VerticalAlignment="{TemplateBinding
55                                     VerticalContentAlignment}"/>
56                         </Border>

```

```
52         </ControlTemplate>
53         </Setter.Value>
54     </Setter>
55 </Style>
56 </Application.Resources>
57 </Application>
58
```