```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.IO;
4  using System.Linq;
5  using System.Runtime.InteropServices.WindowsRuntime;
6  using Windows.Foundation;
7  using Windows.Foundation.Collections;
8  using Windows.UI.Xaml;
9  using Windows.UI.Xaml.Controls;
10 using Windows.UI.Xaml.Controls.Primitives;
11 using Windows.UI.Xaml.Data;
12 using Windows.UI.Xaml.Input;
13 using Windows.UI.Xaml.Media;
14 using Windows.UI.Xaml.Navigation;
15
16 // Pour plus d'informations sur le modèle d'élément Page vierge, consultez la  ⮡
      page http://go.microsoft.com/fwlink/?LinkId=402352&clcid=0x409
17
18 namespace RaspiHomeSpeechNSynthetize
19 {
20     /// <summary>
21     /// Une page vide peut être utilisée seule ou constituer une page de        ⮡
          destination au sein d'un frame.
22     /// </summary>
23     public sealed partial class MainPage : Page
24     {
25         #region Fields
26         private Speecher _speecher;
27         #endregion
28
29         #region Constuctor
30         public MainPage()
31         {
32             this.InitializeComponent();
33
34             this._speecher = new Speecher();
35         }
36         #endregion
37
38         #region Event
39         private void btnLightCommand1_Click(object sender, RoutedEventArgs e)
40         {
41             if (this.tbxLightCommand1.Text != "")
42                 this._speecher.SendBrutCommand(this.tbxLightCommand1.Text);
43             else
44                 this._speecher.SendBrutCommand("Allumer lumiere");
45         }
46
47         private void btnLightCommand2_Click(object sender, RoutedEventArgs e)
48         {
49             if (this.tbxLightCommand2.Text != "")
50                 this._speecher.SendBrutCommand(this.tbxLightCommand2.Text);
51             else
52                 this._speecher.SendBrutCommand("Eteindre lumiere");
53         }
54
```

```csharp
55          private void btnState_Click(object sender, RoutedEventArgs e)
56          {
57              if (this.tbxState.Text != "")
58                  this._speecher.SendBrutCommand(this.tbxState.Text);
59              else
60                  this._speecher.SendBrutCommand("Temperature du salon");
61          }
62
63          private void btnStore1_Click(object sender, RoutedEventArgs e)
64          {
65              if (this.tbxStore1.Text != "")
66                  this._speecher.SendBrutCommand(this.tbxStore1.Text);
67              else
68                  this._speecher.SendBrutCommand("Monter store");
69          }
70
71          private void btnStore2_Click(object sender, RoutedEventArgs e)
72          {
73              if (this.tbxStore2.Text != "")
74                  this._speecher.SendBrutCommand(this.tbxStore2.Text);
75              else
76                  this._speecher.SendBrutCommand("Descendre store");
77          }
78
79          private void btnStore3_Click(object sender, RoutedEventArgs e)
80          {
81              if (this.tbxStore3.Text != "")
82                  this._speecher.SendBrutCommand(this.tbxStore3.Text);
83              else
84                  this._speecher.SendBrutCommand("Stopper store");
85          }
86          #endregion
87      }
88 }
89
```