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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
```