```
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   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/ ⇝
        fwlink/?LinkId=234236
22
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 Varaibles
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 = ⇝
                Windows.Storage.ApplicationData.Current.LocalSettings;
48
49           #endregion
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") ||    ⤶
                     (actualFrameChoose == null))
163                        localSettings.Values.Remove("NameButtonClicked");
164
```

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

```csharp
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           ⏎
                      (t.FrameChoose, t.Description);
226                this._btnLocationButtonView.Tag = t;
227                this._btnLocationButtonView._click += _btnToolbarView__click;
228                this.stkLocationButton.Children.Add                            ⏎
                      (this._btnLocationButtonView);
229                this.LstToolbarButton.Add(this._btnLocationButtonView);
230            }
231        }
232        #endregion
233    }
234 }
235
```