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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.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
```