`Date, group: Name, Neptun code:

**Programming III.**

**ZH1-A**

Create a WPF application that is capable of handling computer parts. We want to assemble computers from various parts (keyboard, mouse, display, etc…) and save the computers that we assembled.

1. There should be two extra classes: ComputerPart { Identifier, Brand, Price, Category } and Computer { ListOfParts, SumPrice }. Create a TXT file with some computer parts inside, a list of computer parts should be initialized from this file in the constructor of the main window.
2. The computer parts should be displayed in the first ListBox control, using an ItemTemplate that shows all data. The second ListBox should display the parts of one computer, using an ItemTemplate that shows the category and a brand. The third ListBox should display the saved computers, with a custom ItemTemplate that allows us to display the sum price on the left side and all the computer part identifiers on the right side (in one string, with a ListToStringConverter).
3. Use a dialog window to edit the first ListBox (add/edit the computer parts)! The 6-letter identifier must follow the format AABBAA (A=number, B=letter), the category must be a drop down list from the possible part categories.
4. Now we can assemble the computers: one computer is represented by the second ListBox control, there should be two Buttons that move items in any direction between the first and second ListBox controls. In the second ListBox, there can be only one computer part from each category.
5. If all categories exist in the second ListBox control, there should be a Button that allows us to calculate the sum price AND save the computer into the list of saved computers (and thus, display it in the third ListBox control – all elements are removed from the second ListBox).