FormMockEvents

+ m_LoadingdotCount : int
+ r_LoadingTimer : Timer
+ m_LoadingStringBuilder : StringBuilder
+ m_ErrorProvider : ErrorProvider
+ m_ToolTip : ToolTip
+ listEventsBindingSource : BindingSource
+ userControlSortableListBoxEvents : UserControlSortableListBox<MockEvent>
+ buttonCreateEvent : Button
+ buttonDeleteEvent : Button
+ buttonSaveEvents : Button
+ buttonDuplicateSelectedEvent : Button
+ buttonGetEvents : Button
+ nameTextBox : TextBox
+ startDateDateTimePicker : DateTimePicker
+ endDateDateTimePicker : DateTimePicker
+ pictureBoxEvent : PictureBox

+FormMockEvents()
-void addEventRelatedSortingStrategies()
-void prepareTimer()
-void loadingAnimation(object sender, EventArgs e)
-void stopLoadingAnimation()
-void buttonGetEvents_Click(object sender, EventArgs e)
-void getEvents()
-void UserControlSortableListBoxEvents_SelectedIndexChanged(object sender, EventArgs e)
-void buttonDuplicateSelectedEvent_Click(object sender, EventArgs e)
-void createRepeatedEvents(int repetitionInterval, MockEvent eventToDuplicate, int i)
-void buttonDeleteEvent_Click(object sender, EventArgs e)
-void buttonCreateEvent_Click(object sender, EventArgs e)
-void setButtonsToViewMode()
-void nameTextBox_Validating(object sender, CancelEventArgs e)
-void endDateDateTimePicker_Validating(object sender, CancelEventArgs e)
-void prepareHintsAndErrors()
-void buttonSaveEvents_Click(object sender, EventArgs e)

MockEvent

+ string Id
+ DateTime? StartDate
+ DateTime? EndDate
+ string Name
+ string Description
+ string Location
+ int AttendingCount
+ int MaybeCount
+ string ImageUrl
- static Random s_RandomImageIdGenerator

+ MockEvent()
+ static MockEvent GetNewEvent()
- static MockEvent getNewMockEvent()
+ MockEvent CloneWithNewId()

MockEvent uses an instance of itself (the prototype) to create duplicates using the mock machine

CloneMachine

+ DeepClone(this T i_ToClone) : T

0..1

FormRepeatedEvent

+ int Repetitions
+ int IntervalValue
+ FormRepeatEvent()
- void buttonCancel_CLick(object sender, EventArgs e)
- void button1_Click(object sender, EventArgs e)

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