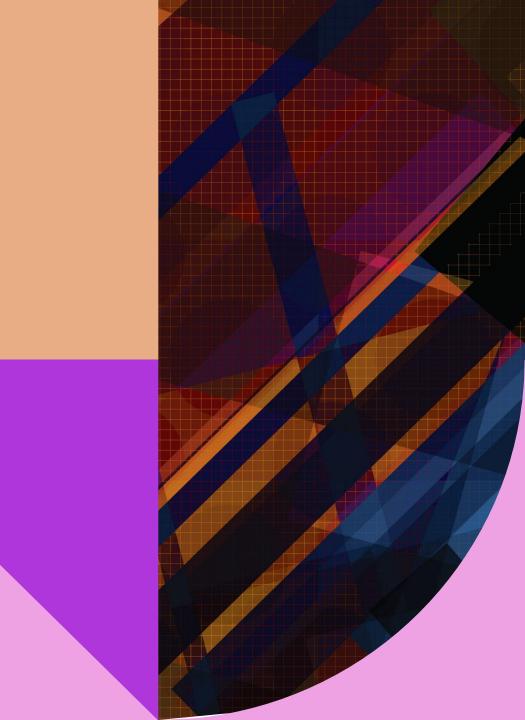
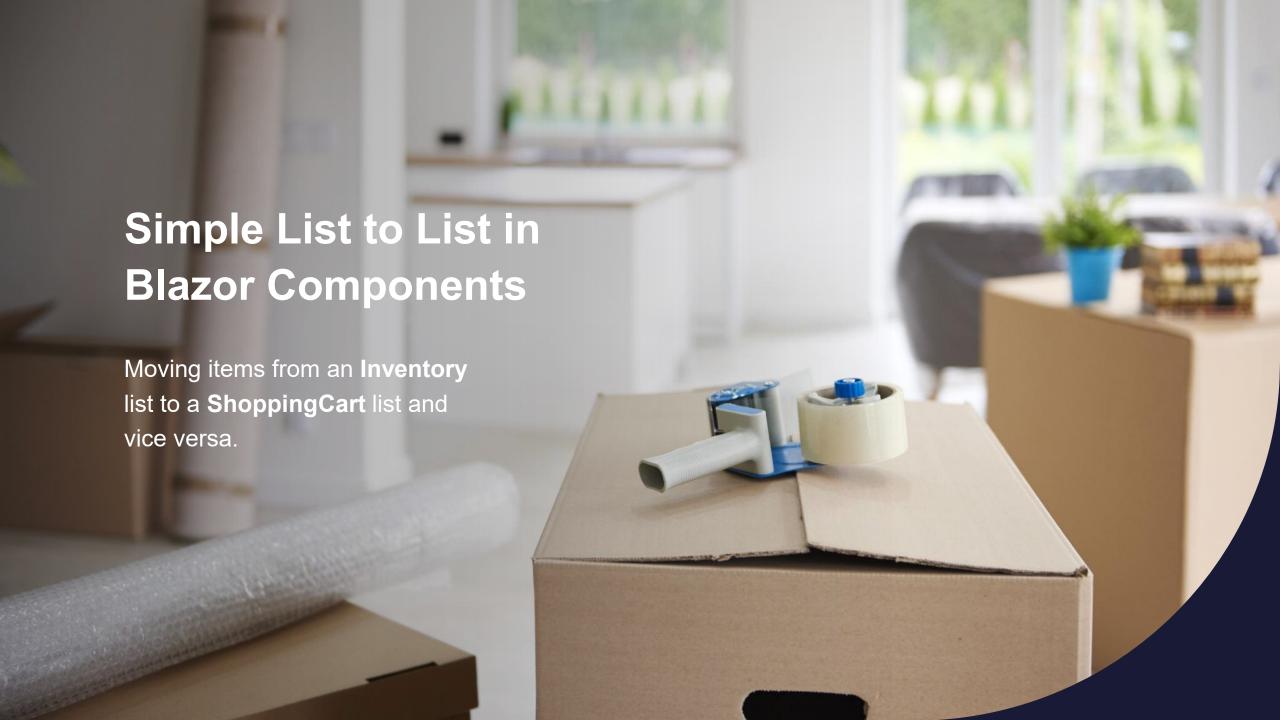
Session 9 – Simple List to List and Simple Non-Index List





## Simple List-to-List Operations

- Scenario: Imagine an online store where
  users can browse a catalog of products and
  add items to their shopping cart. As they add
  items to the cart, those items disappear from
  the catalog and appear in their cart. Similarly,
  if they remove an item from the cart, it
  reappears in the catalog.
- Usage: This is an example of a simple list-to-list operation. The application keeps track of two lists: the inventory (catalog) and the shopping cart. Items move between these two lists based on user actions.



### **Blazor Page Output**

Description	Price	Action
Beep Beep Horn	\$70.00	芹
Brass Horn	\$50.00	幕
Chrome Dip Stick	\$50.00	幕
Chrome Horn	\$40.00	岸

Shopping Cart		
Description	Price	Action

vailable Inventory			
Description	Price	Action	
Brass Horn	\$50.00	幕	
Chrome Dip Stick	\$50.00	茶	
Chrome Horn	\$40.00	苐	
Half Cover	\$50.00	萍	
Right Mirror	\$25.00	苐	
Saddle bag	\$80.00	萍	
Tank bag	\$90.00	幕	

Description	Price	Action
Beep Beep Horn	\$70.00	X
Full Cover	\$75.00	X
Nickle Back Horn	\$60.00	X
Street Cuff Lock	\$50.00	<b>&gt;</b>

```
@page "/SamplePages/SimpleListToList"
<<u>MudContainer MaxWidth</u>="MaxWidth.ExtraLarge">
    <MudGrid>
        <MudItem xs="12" md="6">
             <MudPaper Elevation="4" Class="pa-4">
                 <h3>Available Inventory</h3>
                 <MudTable Items="Inventory" Dense="true">
                     <HeaderContent>
                         <MudTh>Description
                          <MudTh>Price</MudTh>
                          <MudTh>Action</MudTh>
                     </HeaderContent>
                     <RowTemplate Context="item:PartView">
                          <<u>MudTd</u>>@item.Description</<u>MudTd</u>>
                          <<u>MudTd</u>>@item.Price.ToString("C")</<u>MudTd</u>>
                          <MudTd>
```

### SimpleListToList.razor

```
<MudButton Color="Color.Primary" OnClick="() => AddPartToCart(item.PartID)">
                        <MudIcon Icon="@Icons.Material.Filled.AddShoppingCart" />
                    </MudButton>
                </MudTd>
            </RowTemplate>
        /MudTable>
    /MudPaper>
</MudItem>
<MudItem xs="12" md="6">
    <MudPaper Elevation="4" Class="pa-4">
        <h3>Shopping Cart</h3>
        <MudTable Items="ShoppingCart" Dense="true">
            <HeaderContent>
                <MudTh>Description</MudTh>
                <MudTh>Price</MudTh>
                <MudTh>Action</MudTh>
            </HeaderContent>
```

```
<RowTemplate Context="item:InvoiceLineView">
                          <<u>MudTd</u>>@item.Description</<u>MudTd</u>>
                          <<u>MudTd</u>>@item.Price.ToString("C")</<u>MudTd</u>>
                          <MudTd>
                              MudButton Color="Color.Error"
                                           OnClick="() => RemovePartFromCart(item.PartID)">
                                   <MudIcon Icon="@Icons.Material.Filled.RemoveShoppingCart" />
                              </MudButton≥
                          </MudTd>
                      </RowTemplate>
                 /MudTable>
             </MudPaper>
        </MudItem>
      MudGrid>
</MudContainer>
```

### **Setup & Properties**

```
public partial class SimpleListToList
   2 references
 [Inject] protected PartService PartService { get; set; } = default!;
   7 references
  public List<PartView> Inventory { get; set; } = new();
   4 references
 public List<InvoiceLineView> ShoppingCart { get; set; } = new();
   0 references
 protected override async Task OnInitializedAsync()
       await base.OnInitializedAsync();
        var result = PartService.GetParts(22, "", new List<int>());
        // assuming the result is successful
        if (result.IsSuccess)
            Inventory = result.Value;
        await InvokeAsync(StateHasChanged);
```

### **Add Inventory To Shopping Cart**

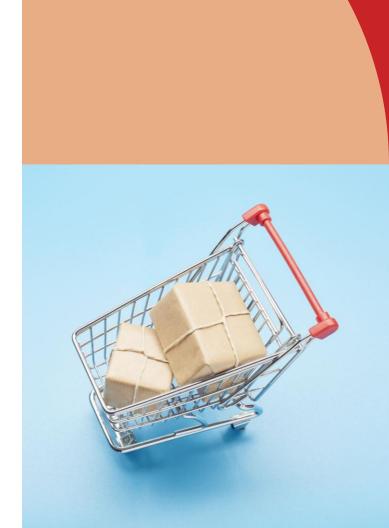
#### •Purpose:

• Move a selected part from the Inventory to the shopping cart.

#### •Steps:

- 1.Identify the part in the Inventory based on its ID.
- 2.Create a new InvoiceLineView object from the selected part.
- 3.Add the InvoiceLineView object to ShoppingCart.
- 4.Remove the part from Inventory.
- 5.Update the UI.

apart



### **Add Inventory To Shopping**

Cart

SimpleListToList.razor.cs

```
private async Task AddPartToCart(int partID)
    var part = Inventory.FirstOrDefault(x => x.PartID == partID);
    if (part != null)
        ShoppingCart.Add(new InvoiceLineView
            PartID = part.PartID,
            Description = part.Description,
            Price = part.Price,
            Quantity = 0,
            Taxable = part.Taxable
        });
        Inventory.Remove(part);
        await InvokeAsync(StateHasChanged);
```

### Remove Part From Shopping Cart

### Purpose:

Move a part from the shopping cart back to the Inventory.

#### Bullet 2: Steps:

- 1. Add the part back to Inventory using PartService GetPart method.
- 2. Sort the Inventory based on the description.
- 3. Identify the corresponding InvoiceLineView object in the ShoppingCart based on its ID.
- 4. Remove the InvoiceLineView object from ShoppingCart.
- 5. Update the UI.

### **Remove Part From Shopping Cart**

```
⊕_private async Task RemovePartFromCart(int partID)
     var result = PartService.GetPart(partID);
         assuming the result is successful
     if (result.IsSuccess)
         var part = result.Value;
          if (part != null)
              Inventory.Add(part);
              Inventory = Inventory.OrderBy(x => x.Description).ToList();
              var invoiceLine = ShoppingCart.FirstOrDefault(x => x.PartID == partID);
              if (invoiceLine != null)
                  ShoppingCart.Remove(invoiceLine);
              await InvokeAsync(StateHasChanged);
```

### **Blazor Page Output**

70.00	荒
50.00	芹
50.00	A
	50.00

Shopping Cart		
Description	Price	Action

vailable Inventory			
Description	Price	Action	
Brass Horn	\$50.00	苐	
Chrome Dip Stick	\$50.00	萍	
Chrome Horn	\$40.00	萍	
Half Cover	\$50.00	萍	
Right Mirror	\$25.00	萍	
Saddle bag	\$80.00	萍	
Tank bag	\$90.00	幕	

Description	Price	Action
Beep Beep Horn	\$70.00	×
Full Cover	\$75.00	×
Nickle Back Horn	\$60.00	×
Street Cuff Lock	\$50.00	<b>X</b>

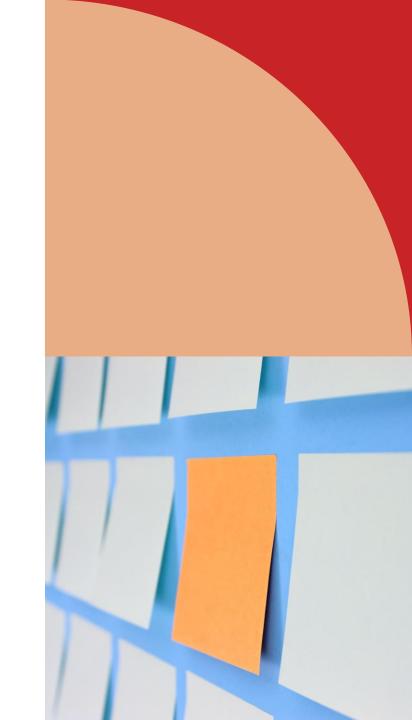
## **Simple Non-Index List** in Blazor Components

• Adding random strings to a list.

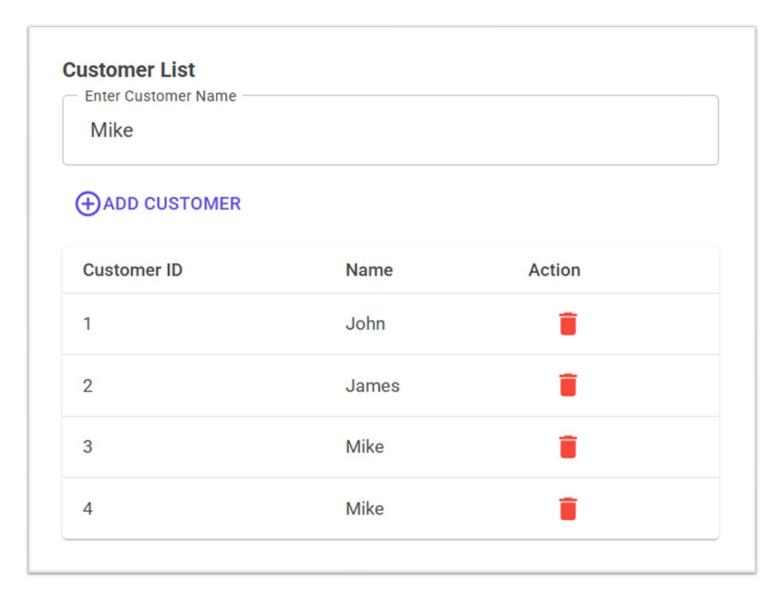


## Simple Non-Indexed List Operations

- Scenario: Consider a registration system for a workshop.
   Participants can sign up and their names get added to a list. If a participant decides to unregister, their name gets removed. Each participant has a unique ID that gets assigned upon registration.
- **Usage**: Here, the focus isn't on moving items between lists but on adding or removing them from a single list. The challenge is ensuring data integrity, especially when assigning unique identifiers or handling other attributes.



### **Simple Non-Index List**



```
dNavGroup Title="Sample Pages">
 <MudNavLink Href="SamplePages/Basics" Match="NavLinkMatch.Prefix"</pre>
             Icon="@Icons.Material.Filled.Abc">Basics</mudNavLink>
 <MudNavLink Href="SamplePages/WorkingVersion" Match="NavLinkMatch.Prefix"</pre>
             Icon="@Icons.Material.Filled.Album">Working Version</mudNavLink>
 <MudNavLink Href="SamplePages/CustomerList" Match="NavLinkMatch.Prefix"
             Icon="@Icons.Material.Filled.People">Customers</mudNavLink>
 <MudNavLink Href="SamplePages/SimpleListToList" Match="NavLinkMatch.Prefix"</pre>
             Icon="@Icons.Material.Filled.People">Simple List to List</mudNavLink>
 <MudNavLink Href="SamplePages/SimpleNonIndexList" Match="NavLinkMatch.Prefix"</pre>
             Icon="@Icons.Material.Filled.People">Simple NonIndex List</mudNavLink>
  NavGroup>
```

### **Blazor Page**

#### SimpleNonIndexList.razor

```
@page "/SamplePages/SimpleNonIndexList"
<MudContainer MaxWidth="MaxWidth.Small">
    <MudPaper Elevation="4" Class="pa-4">
        <h3>Customer List</h3>
        <!-- Input for adding a new customer -->
        <MudTextField @bind-Value="customerName" Label="Enter Customer Name"</pre>
                      Variant="Variant.Outlined" Adornment="Adornment.Start">
            <AdornmentIcon>
                <MudIcon Icon="@Icons.Material.Filled.PersonAdd" />
            </AdornmentIcon>
        </MudTextField>
        <MudButton Color="Color.Primary" OnClick="AddCustomerToList" Class="mt-2">
            <MudIcon Icon="@Icons.Material.Filled.AddCircleOutline" />
            Add Customer
         /MudButton>
```

### **Blazor Page**

#### SimpleNonIndexList.razor

```
<MudTable Items="Customers" Dense="true" Class="mt-4">
        <HeaderContent>
             <<u>MudTh</u>>Customer ID</<u>MudTh</u>>
             <MudTh>Name</MudTh>
             <MudTh>Action</MudTh>
        </HeaderContent>
        <RowTemplate Context="item">
             <<u>MudTd</u>>@item.CustomerID</<u>MudTd</u>>
             <<u>MudTd</u>>@item.FirstName</<u>MudTd</u>>
             <MudTd>
                 <MudButton Color="Color.Error"</pre>
                              OnClick="() => RemoveCustomer(item.CustomerID)">
                      <MudIcon Icon="@Icons.Material.Filled.Delete" />
                  </MudButton>
             </MudTd>
        </RowTemplate>
    </MudTable>
</MudPaper>
```

SimpleNonIndexList.razor.cs

```
1 reference | 0 changes | 0 authors, 0 changes
public partial class SimpleNonIndexList
{
    6 references | 0 changes | 0 authors, 0 changes
    protected List<CustomerEditView> Customers { get; set; } = new();
    6 references | 0 changes | 0 authors, 0 changes
    private string customerName { get; set; } = string.Empty;
```

### SimpleNonIndexList.razor.cs

```
ivate void RemoveCustomer(int customerId)
 var selectedItem =
     Customers.FirstOrDefault(x => x.CustomerID == customerId);
 if (selectedItem != null)
     Customers.Remove(selectedItem);
```

## Add Customer Name (BAD)

- The CustomerID is calculated by taking the count of existing customers and adding 1.
- In this method, if a customer were to be removed from the middle of the list (or from anywhere but the end) and then a new customer added, there could be two customers with the same ID. This can lead to all sorts of data integrity issues.



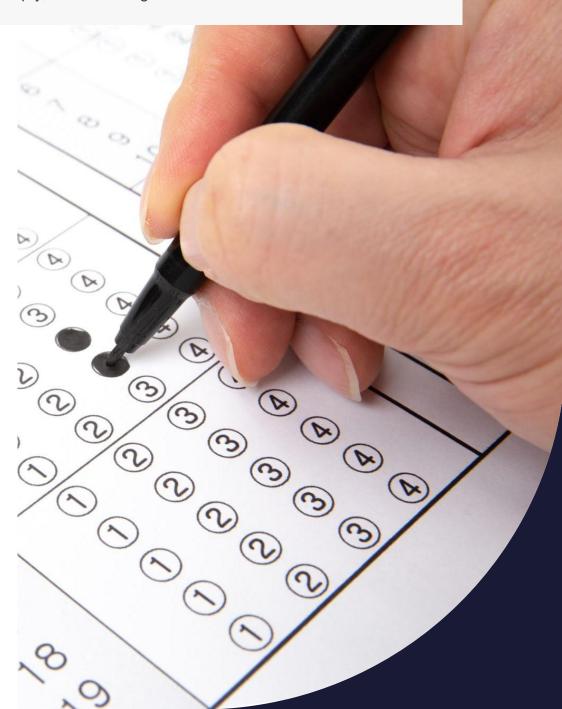
```
rivate async Task AddCustomerToList()
  if (!string.IsNullOrWhiteSpace(customerName))
      Customers.Add(new CustomerEditView()
          CustomerID = Customers.Count() + 1,
           FirstName = customerName.Trim()
      await InvokeAsync(StateHasChanged);
```

he code first checks if the Customers list is empty. If it is, it assigns a value of  $\blacksquare$  as the ID. If it's not empty, it finds the highest current ID in the list and adds 1 to it.

## Add Customer Name (Good)

The code first checks if the Customers list is empty. If it is, it assigns a value of **1** as the ID. If it's not empty, it finds the highest current ID in the list and adds 1 to it.

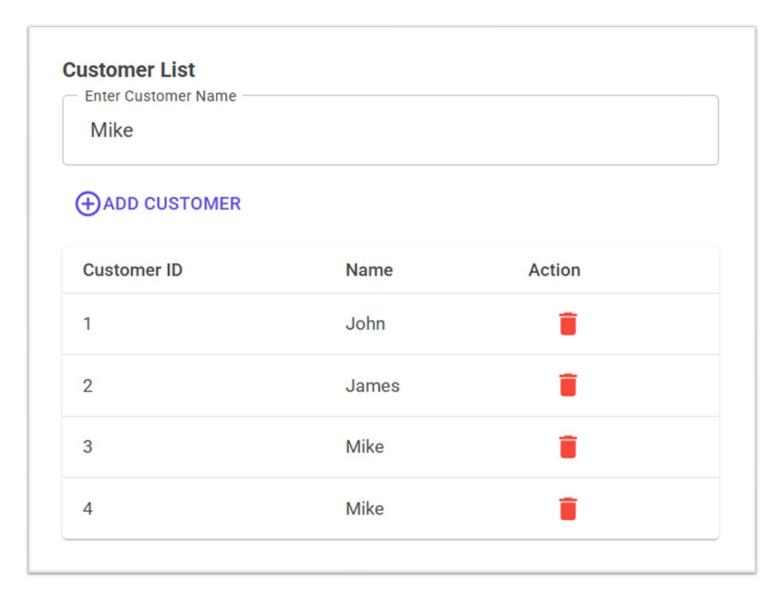
This method, on the other hand, always ensures the new customer will have a unique ID that's one greater than the current highest ID, even if there are deletions in the list.



### Add Customer SimpleNonIndexList.razor.cs Name (Good)

```
private async Task AddCustomerToList()
   if (!string.IsNullOrWhiteSpace(customerName))
        int maxID = Customers.Any() ? Customers.Max(x => x.CustomerID) + 1 : 1;
       Customers.Add(new CustomerEditView()
            CustomerID = maxID,
            FirstName = customerName
        });
       await InvokeAsync(StateHasChanged);
```

### **Simple Non-Index List**





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