

# Xamarin Entrega 2 – JogoApp StartupOne

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# Xamarin Entrega 2 - JogoApp Incluir Aluno

The image shows the Visual Studio IDE with the Xamarin.Forms JogoApp project open. The main window displays the XAML code for JogoView.xaml, which defines a UI for adding a new game. The code includes a Picker for selecting a category, input fields for game name, link, and price, a text area for description, and a button to save the game.

The mobile emulator in the center shows the rendered UI. The screen is titled "Incluir um novo Jogo" and features a category picker with options like "Estratégia", "RPG", "Esporte", "Corrida", and "Simulação". Below the picker are input fields for "Nome do Jogo", "Link Jogo", and "Preço do Jogo". A green button labeled "SALVAR JOGO" is at the bottom. A link "Ver Todos os Jogos" is also visible.

The Solution Explorer on the right shows the project structure for JogoApp and JogoApp.Android. The JogoApp project contains files like Dependencies, Helpers, Models, Services, Util, Validator, ViewModels, and Views. The JogoApp.Android project contains files like App.xaml, Connected Services, Properties, References, Assets, Resources, and MainActivity.cs.

The status bar at the bottom indicates "100 %", "No issues found", and the current position in the code is "Ln: 32 Ch: 23 SPC CRLF".

# Xamarin Entrega 2 - JogoApp Lista Todos

The screenshot displays the Visual Studio IDE for a Xamarin project named 'JogoApp'. The main window shows the XAML code for 'JogoLista.xaml.cs' in the code editor. The code defines a 'StackLayout' containing a 'Picker' with a list of game categories and several text input fields for game details. A red button at the bottom is labeled 'DELETAR TODOS OS JOGOS'.

Overlaid on the code editor is a preview of the app running on a virtual Android smartphone. The app's interface, titled 'Relação de Jogos', features a green header with 'NOVO JOGO' and a list of games with their scores:

Relação de Jogos	
NOVO JOGO	
Pac man	100
Tetris	100
Xadrez	500

At the bottom of the app preview is a red button labeled 'DELETAR TODOS OS JOGOS'.

On the right side of the IDE, the 'Solution Explorer' shows the project structure for 'JogoApp' (2 of 2 projects). The structure includes:

- JogoApp
  - Dependencies
  - Helpers
  - Models
  - Jogo.cs
  - Services
  - Util
  - Validator
  - ViewModels
  - Views
    - AddJogo.xaml
    - DetailsPage.xaml
    - JogoLista.xaml
    - JogoView.xaml
- JogoApp.Android
  - App.xaml
  - Connected Services
  - Properties
  - References
  - Assets
  - Resources
  - MainActivity.cs

The bottom status bar indicates '100 %', 'No issues found', and the current cursor position is 'Ln: 32 Ch: 23 SPC CRLF'.

# Xamarin Entrega 2 - JogoApp Visualizar

The image displays the Visual Studio IDE for a Xamarin project named 'JogoApp'. The main window is divided into several panes:

- Code Editor:** Shows the XAML file `JogoView.xaml`. The code defines a `StackLayout` containing a `Picker` for game categories, an `Entry` for the game title, a `Link` for the game URL, a `TextEntry` for the game price, and a `TextEditor` for the game description. The `Picker` items are: `Estratégia`, `RPG`, `Esporte`, `Corrida`, and `Simulação`.
- Emulator:** A central window showing the app's runtime on an Android device. The screen displays the 'Detalhes do Jogo' (Game Details) page. It features a back arrow, a title bar, and a form with the following fields:
  - `Estratégia` (selected in the picker)
  - `Xadrez` (in the title entry)
  - `http://xadrez.com` (in the link entry)
  - `500` (in the price entry)
  - `xadrez melhor jogo de estrategia` (in the description editor)At the bottom of the form are two buttons: `ATUALIZAR` (blue) and `DELETAR` (red).
- Solution Explorer:** Located on the right, it shows the project structure for 'JogoApp' (2 of 2 projects). The files listed include:
  - `Dependencies`
  - `Helpers`
  - `Models`
  - `Jogo.cs`
  - `Services`
  - `Util`
  - `Validator`
  - `ViewModels`
  - `Views`
  - `AddJogo.xaml`
  - `DetailsPage.xaml`
  - `JogoLista.xaml`
  - `JogoView.xaml`
  - `App.xaml`
  - `JogoApp.Android`
  - `Connected Services`
  - `Properties`
  - `References`
  - `Assets`
  - `Resources`
  - `MainActivity.cs`

The status bar at the bottom indicates '100 %' zoom, 'No issues found', and the current cursor position is 'Ln: 32 Ch: 23 SPC CRLF'.

# Xamarin Entrega 2 - JogoApp Atualizar Aluno

The image shows a Visual Studio IDE with a Xamarin.Forms project named 'JogoApp'. The main window displays the XAML code for 'JogoView.xaml', which is a StackLayout containing a Picker, three Entry fields, and an Editor. The code is as follows:

```
13 <x:String>Estratégia</x:String>
14 <x:String>RPG</x:String>
15 <x:String>Esporte</x:String>
16 <x:String>Corrida</x:String>
17 <x:String>Simulação</x:String>
18 </x:Array>
19 </Picker.ItemsSource>
20 </Picker>
21 <Entry x:Name="txtTitulo" Text="{Binding Titulo}" HeightRequest=
22 Placeholder="Nome do Jogo" HorizontalOptions="FillAndEx
23 <Entry x:Name="txtLink" Text="{Binding Link}" BackgroundCol
24 Placeholder="Link Jogo" HorizontalOptions="FillAndEx
25 <Entry x:Name="txtRM" Text="{Binding RM}"
26 Keyboard="Numeric" HeightRequest="40" BackgroundColo
27 Placeholder="Preço do Jogo" HorizontalOptions="FillA
28 <Editor x:Name="txtDescricao" Text="{Binding Descricao}" Ba
29 HeightRequest="150" MaxLength="300"
30 AutoSize="TextChanges"
31 Placeholder="Detalhes do Jogos" HorizontalOptions="
32 </StackLayout>
33 </ContentView.Content>
34 </ContentView>
```

Overlaid on the code is a mobile app interface. The app has a title bar 'Detalhes do Jogo' and a list of items: 'Estratégia', 'RPG', 'Esporte', 'Corrida', and 'Simulação'. Below the list is a text field 'http://xadrez.com' and a numeric keypad. A dialog box is open with the title 'Detalhes do Jogo' and the message 'Atualiza detalhes do Jogo?'. The dialog has two buttons: 'CANCELAR' and 'OK'. Below the dialog are two buttons: 'ATUALIZAR' and 'DELETAR'.

The Solution Explorer on the right shows the project structure:

- Solution 'JogoApp' (2 of 2 projects)
  - JogoApp
    - Dependencies
    - Helpers
    - Models
    - Jogo.cs
    - Services
    - Util
    - Validator
    - ViewModels
    - Views
      - AddJogo.xaml
      - DetailsPage.xaml
      - JogoLista.xaml
      - JogoView.xaml
  - JogoApp.Android
    - Connected Services
    - Properties
    - References
    - Assets
    - Resources
    - MainActivity.cs

The status bar at the bottom shows '100 %', 'No issues found', 'Ln: 32 Ch: 23 SPC CRLF', and 'Solution Explorer Git Changes'.