

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Windows;
7 using System.Windows.Controls;
8 using System.Windows.Data;
9 using System.Windows.Documents;
10 using System.Windows.Input;
11 using System.Windows.Media;
12 using System.Windows.Media.Imaging;
13 using System.Windows.Navigation;
14 using System.Windows.Shapes;
15
16 namespace QuiddichV2._0
17 {
18     /// <summary>
19     /// Interaction logic for SelectTeams.xaml
20     /// </summary>
21     public partial class SelectTeams : Page
22     {
23         private List<Team> teams = null;
24
25         public SelectTeams()
26         {
27             InitializeComponent();
28             fillComboBoxes();
29         }
30
31         public void fillComboBoxes()
32         {
33             teams = TeamDB.GetTeams();
34
35             foreach (Team t in teams)
36             {
37                 if(t.getPlayers(t.TeamID).Count < 4)
38                 {
39
40                 }
41                 else
42                 {
43                     cboTeam1.Items.Add(t.TeamName);
44                     cboTeam2.Items.Add(t.TeamName);
45                 }
46             }
47         }
48     }
49
50     private void btnCancel_Click(object sender, RoutedEventArgs e)
51     {
52         ReporterMenu reporterMenu = new ReporterMenu();
53         NavigationService.Navigate(reporterMenu);
54     }
55
56     private void btnStartGame_Click(object sender, RoutedEventArgs e)
57     {
58         if (cboTeam1.SelectedIndex == -1 || cboTeam2.SelectedIndex == -1)
59         {
60             MessageBox.Show("Two teams must be selected.", "Invalid Team Selection",
61                             MessageBoxButton.OK, MessageBoxImage.Error);
62         }
63         else if (cboTeam1.SelectedIndex == cboTeam2.SelectedIndex)
64         {
65             MessageBox.Show("Teams cannot play themselves!", "Invalid Teams", MessageBoxButton.OK,
66                             MessageBoxImage.Error);
```

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65         }
66     else
67     {
68         int team1Index = cboTeam1.SelectedIndex;
69         int team2Index = cboTeam2.SelectedIndex;
70
71         PlayGame playGame = new PlayGame(teams[team1Index], teams[team2Index]);
72         NavigationService.Navigate(playGame);
73     }
74 }
75 }
76 }
77
```