```csharp
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 ManageTeams.xaml
20     /// </summary>
21     public partial class ManageTeams : Page
22     {
23         private List<Team> teams = null;
24
25         public ManageTeams()
26         {
27             InitializeComponent();
28             teams = TeamDB.GetTeams();
29             fillListOfTeams();
30         }
31
32         private void fillListOfTeams()
33         {
34             lstTeams.Items.Clear();
35
36             foreach (Team t in teams)
37             {
38                 lstTeams.Items.Add(t.GetDisplayText("\t"));
39             }
40         }
41
42         private void btnAddTeam_Click(object sender, RoutedEventArgs e)
43         {
44             AddTeam addTeam = new AddTeam();
45             addTeam.addTeam = true;
46             NavigationService.Navigate(addTeam);
47         }
48
49
50
51         private void btnBack_Click(object sender, RoutedEventArgs e)
52         {
53             ReporterMenu reporterMenu = new ReporterMenu();
54             NavigationService.Navigate(reporterMenu);
55         }
56
57         private void btnModifyTeam_Click(object sender, RoutedEventArgs e)
58         {
59             int i = lstTeams.SelectedIndex;
60
61             if (teamSelected())
62             {
63                 ModifyTeam mod = new ModifyTeam(teams[i].TeamID);
64                 NavigationService.Navigate(mod);
65             }
66             else
```

```
67              {
68                  MessageBox.Show("Please select a team.", "No Team Selected",
69                                  MessageBoxButton.OK, MessageBoxImage.Error);
70              }
71
72          }
73
74          private bool teamSelected()
75          {
76              bool valid = false;
77
78              if (lstTeams.SelectedIndex >= 0)
79              {
80                  valid = true;
81              }
82
83              return valid;
84          }
85
86          private void btnDeleteTeam_Click(object sender, RoutedEventArgs e)
87          {
88              int i = lstTeams.SelectedIndex;
89              if (i != -1)
90              {
91                  Team team = (Team)teams[i];
92                  string message = "Are you sure you want to delete the "
93                      + team.TeamName.Trim() + "?";
94                  MessageBoxResult button =
95                      MessageBox.Show(message, "Confirm Delete",
96                      MessageBoxButton.YesNo);
97                  if (button == MessageBoxResult.Yes)
98                  {
99                      teams.Remove(team);
100                     QuiddichDB.DeleteTeam(team);
101                     fillListOfTeams();
102                 }
103             }
104
105         }
106
107         private void btnViewRoster_Click(object sender, RoutedEventArgs e)
108         {
109             int i = lstTeams.SelectedIndex;
110
111             if (teamSelected())
112             {
113                 PlayerRoster roster = new PlayerRoster(teams[i].TeamID);
114                 NavigationService.Navigate(roster);
115             }
116             else
117             {
118                 MessageBox.Show("Please select a team.", "No Team Selected",
119                                 MessageBoxButton.OK, MessageBoxImage.Error);
120             }
121         }
122
123         private void lstTeams_SelectionChanged(object sender, SelectionChangedEventArgs e)
124         {
125             int i = lstTeams.SelectedIndex;
126
127             if(teams[i].getPlayers(teams[i].TeamID).Count < 4)
128             {
129                 lblNumberPlayers.Content = "This team cannot play until\n it has four or more " +
130                                            "players.";
131             }
132             else
```

```
133                {
134                    lblNumberPlayers.Content = "";
135                }
136        }
137    }
138 }
139
```