

```
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 Login.xaml
20     /// </summary>
21     public partial class Login : Page
22     {
23
24         public Login()
25         {
26             InitializeComponent();
27         }
28
29         private User user = null;
30         private ReporterMenu reporterMenu = new ReporterMenu();
31
32         private void btnNewUser_Click(object sender, RoutedEventArgs e)
33         {
34             var newUser = new NewUser();
35             NavigationService.Navigate(newUser);
36         }
37
38         private void btnLogin_Click(object sender, RoutedEventArgs e)
39         {
40             try
41             {
42                 if (Validator.IsPresent(txtUsername) && Validator.IsPresent(txtPassword))
43                 {
44                     string username = txtUsername.Text;
45                     string password = txtPassword.Password;
46                     this.GetUser(username, password);
47                     if (user == null)
48                     {
49                         MessageBox.Show("No user found with these credentials. " +
50                             "Please try again.", "User Not Found", MessageBoxButton.OK,
51                             MessageBoxImage.Error );
52                     }
53                     else
54                     {
55                         NavigationService.Navigate(reporterMenu);
56                         MessageBox.Show("Login Successful!\n" + "Welcome " + username + "!", "Welcome!")
57                     }
58                 }
59             }
60             catch (Exception ex)
61             {
62                 MessageBox.Show(ex.Message, ex.GetType().ToString());
63             }
64         }
65     }
66 }
```

```
65
66     private void GetUser(string username, string password)
67     {
68         try
69         {
70             user = QuiddichDB.GetUser(username, password);
71         }
72         catch (Exception ex)
73         {
74             MessageBox.Show(ex.Message, ex.GetType().ToString());
75         }
76     }
77
78     private void btnDeleteUser_Click(object sender, RoutedEventArgs e)
79     {
80         if (Validator.IsPresent(txtUsername) &&
81             Validator.IsPresent(txtPassword))
82         {
83             user = new User();
84             user.Username = txtUsername.Text;
85             user.Password = txtPassword.Password;
86             MessageBoxResult result = MessageBox.Show("Delete " + user.Username + "?",
87 "Confirm Delete", MessageBoxButton.YesNo, MessageBoxImage.Question);
88             if (result == MessageBoxResult.Yes)
89             {
90                 try
91                 {
92                     if (!QuiddichDB.DeleteUser(user))
93                     {
94                         MessageBox.Show("Another user has updated or deleted " +
95 "that player.", "Database Error");
96                         this.GetUser(user.Username, user.Password);
97                     }
98                 }
99                 catch (Exception ex)
100                 {
101                     MessageBox.Show(ex.Message, ex.GetType().ToString());
102                 }
103                 finally
104                 {
105                     txtUsername.Text = "";
106                     txtPassword.Password = "";
107                 }
108             }
109         }
110     }
111 }
112
113 }
114
```