```
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 ModifyTeam.xaml
20     /// </summary>
21     public partial class ModifyTeam : Page
22     {
23         private Team team;
24
25         public ModifyTeam()
26         {
27             InitializeComponent();
28         }
29
30         public ModifyTeam(int teamID)
31         {
32             InitializeComponent();
33             this.GetTeam(teamID);
34         }
35
36         private void GetTeam(int teamID)
37         {
38             team = QuiddichDB.GetTeam(teamID);
39             txtTeamID.Text = team.TeamID.ToString();
40             txtTeamName.Text = team.TeamName;
41             txtAbbrName.Text = team.AbbrName;
42             txtCity.Text = team.City;
43             txtState.Text = team.State;
44             txtZipCode.Text = team.ZipCode;
45
46         }
47
48         private void btnCancel_Click(object sender, RoutedEventArgs e)
49         {
50             ManageTeams manageTeams = new ManageTeams();
51             NavigationService.Navigate(manageTeams);
52         }
53
54
55         private void btnModifyTeam_Click(object sender, RoutedEventArgs e)
56         {
57             if(isValidData())
58             {
59                 Team newTeam = new Team();
60                 newTeam.TeamName = team.TeamName;
61                 this.PutTeamData(newTeam);
62                 try
63                 {
64                     if (!QuiddichDB.UpdateTeam(team, newTeam))
65                     {
66                         MessageBox.Show("Another user has updated or " +
```

```
67                           "deleted that team.", "Database Error");
68                     }
69                     else
70                     {
71                         team = newTeam;
72                     }
73                 }
74             catch (Exception ex)
75             {
76                 MessageBox.Show(ex.Message, ex.GetType().ToString());
77             }
78
79             ManageTeams manageTeams = new ManageTeams();
80             NavigationService.Navigate(manageTeams);
81         }
82
83
84     }
85
86     private void PutTeamData(Team team)
87     {
88         team.TeamID = Convert.ToInt32(txtTeamID.Text);
89         team.TeamName = txtTeamName.Text;
90         team.AbbrName = txtAbbrName.Text;
91         team.City = txtCity.Text;
92         team.State = txtState.Text;
93         team.ZipCode = txtZipCode.Text;
94     }
95
96     private bool isValidData()
97     {
98         return Validator.IsPresent(txtTeamID) &&
99                 Validator.IsInt32(txtTeamID) &&
100                Validator.IsPresent(txtTeamName) &&
101                Validator.IsPresent(txtAbbrName) &&
102                Validator.IsPresent(txtCity) &&
103                Validator.IsPresent(txtState) &&
104                Validator.IsPresent(txtZipCode) &&
105                Validator.IsValidZip(txtZipCode);
106     }
107     }
108 }
109
```