

Table of Contents

[GestorStock_BrandsGoodsSA.Models](#)

[Article](#)

[BrandsGoods_StockContext](#)

[Client](#)

[Request](#)

[RequestDetail](#)

[User](#)

Namespace GestorStock_BrandsGoodsSA.Models

Classes

Article

Classe com todos os métodos relativos à gestão atualização de Artigos na base de dados através da aplicação. É a mesma classe da tabela Article na Base de Dados.

BrandsGoods_StockContext

Client

Classe com todos os métodos relativos à gestão atualização de Clientes na base de dados através da aplicação. É a mesma classe da tabela Client na Base de Dados.

Request

Classe com todos os métodos relativos à criação de Pedidos de Clientes na base de dados através da aplicação. É a mesma classe da tabela Request na Base de Dados. Interage com a classe da tabela RequestDetail para criar os pedidos.

RequestDetail

Classe que faz a ligação com a tabela RequestDetail da base de dados.

User

Classe Mae de UserStd e UserAdmin. Contém os métodos e variáveis relativos à identificação do tipo de utilizador. É a mesma classe da tabela Clientes na Base de Dados.

Class Article

Classe com todos os métodos relativos à gestão atualização de Artigos na base de dados através da aplicação. É a mesma classe da tabela Article na Base de Dados.

Inheritance

System.Object
Article

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [GestorStock_BrandsGoodsSA.Models](#)
Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
[Serializable]
[DataContract]
public class Article
```

Constructors

Article()

Declaration

```
public Article()
```

Article(Int32, String, Double, Int32)

Declaration

```
public Article(int articleCode, string articleName, double articlePrice, int articleAmount)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	artideCode	
System.String	artideName	
System.Double	artidePrice	
System.Int32	artideAmount	

Fields

showUnavailable

Variável que guarda a informação (true/false) se a lista de artigos mostra os artigos indiponíveis ou não, conforme a pertinência do contexto

Declaration

```
public bool showUnavailable
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Properties

ArticleAmount

Declaration

```
[DataMember]  
public int ArticleAmount { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ArticleCode

Declaration

```
[DataMember]  
public int ArticleCode { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ArticleId

Declaration

```
[IgnoreDataMember]  
public int ArticleId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ArticleName

Declaration

```
[DataMember]  
public string ArticleName { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

TYPE	DESCRIPTION

ArticlePrice

Declaration

```
[DataMember]  
public double ArticlePrice { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	

ArticleState

Declaration

```
[IgnoreDataMember]  
public bool ArticleState { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

RequestDetails

Declaration

```
[IgnoreDataMember]  
public virtual ICollection<RequestDetail> RequestDetails { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection< RequestDetail >	

Methods

ArticleList()

Método com a query à base de dados para consulta da lista de artigos.

Declaration

```
public void ArticleList()
```

ChooseInfoUpdate(String)

Método para abrir MENU de escolha de informações do artigo a actualizar.

Declaration

```
public void ChooseInfoUpdate(string articleName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	articleName	

CollectNewArticleInfo()

Método para recolher os dados do novo artigo: nome, preço, stock e estado.

Declaration

```
public void CollectNewArticleInfo()
```

NewArticle()

Método para criar um novo artigo.

Declaration

```
public void NewArticle()
```

NewName()

Método para gravar o NOME do novo Artigo na variável tempArticle

Declaration

```
public void NewName()
```

NewPrice()

Método para gravar o PREÇO do novo Artigo na variável tempArticle

Declaration

```
public void NewPrice()
```

NewState()

Método para gravar o ESTADO do novo Artigo na variável tempArticle

Declaration

```
public void NewState()
```

NewStock()

Método para gravar o STOCK do novo Artigo na variável tempArticle

Declaration

```
public void NewStock()
```

ShowArticleInfo(Article)

Escreve na Consola as informações de um ARTIGO. Utiliza a váriavel tempArticle para definir o artigo.

Declaration

```
public void ShowArticleInfo(Article tempArticle)
```

Parameters

TYPE	NAME	DESCRIPTION
Article	tempArticle	

ShowArticleList()

Método que mostra a lista de Artigos.

Declaration

```
public void ShowArticleList()
```

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

UpdateArticle()

Método para atualizar os dados do artigo: nome, preço, stock e estado.

Declaration

```
public void UpdateArticle()
```

UpdateName()

Método para atualizar o NOME do Artigo.

Declaration

```
public void UpdateName()
```

UpdatePrice()

Método para atualizar o PREÇO do Artigo.

Declaration

```
public void UpdatePrice()
```

UpdateState()

Método para atualizar o ESTADO do Artigo.

Declaration

```
public void UpdateState()
```

UpdateStock()

Método para atualizar o STOCK do Artigo.

Declaration

```
public void UpdateStock()
```

Operators

Implicit(Article to List<Object>)

Declaration

```
public static implicit operator List<object>(Article a)
```

Parameters

TYPE	NAME	DESCRIPTION
Article	a	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Object>	

Class BrandsGoods_StockContext

Inheritance

System.Object
Microsoft.EntityFrameworkCore.DbContext
BrandsGoods_StockContext

Implements

Microsoft.EntityFrameworkCore.Infrastructure.IInfrastructure<System.IServiceProvider>
Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies
Microsoft.EntityFrameworkCore.Internal.IDbSetCache
Microsoft.EntityFrameworkCore.Internal.IDbContextPoolable
System.IDisposable
System.IAsyncDisposable
Microsoft.EntityFrameworkCore.Infrastructure.IResettableService

Inherited Members

Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbSetCache.GetOrAddSet(Microsoft.EntityFrameworkCore.Internal.IDbSetSource, System.Type)
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbSetCache.GetOrAddSet(Microsoft.EntityFrameworkCore.Internal.IDbSetSource, System.String, System.Type)
Microsoft.EntityFrameworkCore.DbContext.Set<TEntity>()
Microsoft.EntityFrameworkCore.DbContext.Set<TEntity>(System.String)
Microsoft.EntityFrameworkCore.DbContext.SaveChanges()
Microsoft.EntityFrameworkCore.DbContext.SaveChanges(System.Boolean)
Microsoft.EntityFrameworkCore.DbContext.SaveChangesAsync(System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.SaveChangesAsync(System.Boolean, System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextPoolable.ClearLease()
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextPoolable.SetLease(Microsoft.EntityFrameworkCore.Internal.DbContextLease)
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextPoolable.SnapshotConfiguration()
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Infrastructure.IResettableService.ResetState()
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Infrastructure.IResettableService.ResetStateAsync(System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.Dispose()
Microsoft.EntityFrameworkCore.DbContext.DisposeAsync()
Microsoft.EntityFrameworkCore.DbContext.Entry<TEntity>(TEntity)
Microsoft.EntityFrameworkCore.DbContext.Entry(System.Object)
Microsoft.EntityFrameworkCore.DbContext.Add<TEntity>(TEntity)
Microsoft.EntityFrameworkCore.DbContext.AddAsync<TEntity>(TEntity, System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.Attach<TEntity>(TEntity)
Microsoft.EntityFrameworkCore.DbContext.Update<TEntity>(TEntity)
Microsoft.EntityFrameworkCore.DbContext.Remove<TEntity>(TEntity)
Microsoft.EntityFrameworkCore.DbContext.Add(System.Object)
Microsoft.EntityFrameworkCore.DbContext.AddAsync(System.Object, System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.Attach(System.Object)
Microsoft.EntityFrameworkCore.DbContext.Update(System.Object)
Microsoft.EntityFrameworkCore.DbContext.Remove(System.Object)
Microsoft.EntityFrameworkCore.DbContext.AddRange(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.AddRangeAsync(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.AttachRange(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.UpdateRange(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.RemoveRange(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.AddRange(System.Collections.Generic.IEnumerable<System.Object>)
Microsoft.EntityFrameworkCore.DbContext.AddRangeAsync(System.Collections.Generic.IEnumerable<System.Object>, System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.AttachRange(System.Collections.Generic.IEnumerable<System.Object>)
Microsoft.EntityFrameworkCore.DbContext.UpdateRange(System.Collections.Generic.IEnumerable<System.Object>)
Microsoft.EntityFrameworkCore.DbContext.RemoveRange(System.Collections.Generic.IEnumerable<System.Object>)
Microsoft.EntityFrameworkCore.DbContext.Find(System.Type, System.Object[])
Microsoft.EntityFrameworkCore.DbContext.FindAsync(System.Type, System.Object[])
Microsoft.EntityFrameworkCore.DbContext.FindAsync(System.Type, System.Object[], System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.Find<TEntity>(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.FindAsync<TEntity>(System.Object[])
Microsoft.EntityFrameworkCore.DbContext.FindAsync<TEntity>(System.Object[], System.Threading.CancellationToken)
Microsoft.EntityFrameworkCore.DbContext.FromExpression<TResult>(System.Linq.Expressions.Expression<System.Func<System.Linq.IQueryable<TResult>>>)
Microsoft.EntityFrameworkCore.DbContext.Database
Microsoft.EntityFrameworkCore.DbContext.ChangeTracker
Microsoft.EntityFrameworkCore.DbContext.Model
Microsoft.EntityFrameworkCore.DbContext.ContextId
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.SetSource
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.EntityFinderFactory

Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.QueryProvider
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.StateManager
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.ChangeDetector
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.EntityGraphAttacher
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.UpdateLogger
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies.InfrastructureLogger
Microsoft.EntityFrameworkCore.DbContext.Microsoft.EntityFrameworkCore.Infrastructure.IInfrastructure<System.IServiceProvider>.Instance
Microsoft.EntityFrameworkCore.DbContext.SavingChanges
Microsoft.EntityFrameworkCore.DbContext.SavedChanges
Microsoft.EntityFrameworkCore.DbContext.SaveChangesFailed
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [GestorStock_BrandsGoodsSA.Models](#)

Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
public class BrandsGoods_StockContext : DbContext, IInfrastructure<IServiceProvider>, IDbContextDependencies, IDbSetCache, IDbContextPoolable, IDisposable, IAsyncDisposable, IResettableService
```

Constructors

BrandsGoods_StockContext()

Declaration

```
public BrandsGoods_StockContext()
```

BrandsGoods_StockContext(DbContextOptions<BrandsGoods_StockContext>)

Declaration

```
public BrandsGoods_StockContext(DbContextOptions<BrandsGoods_StockContext> options)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.EntityFrameworkCore.DbContextOptions< BrandsGoods_StockContext >	options	

Properties

Articles

Declaration

```
public virtual DbSet<Article> Articles { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.EntityFrameworkCore.DbSet< Article >	

Clients

Declaration

```
public virtual DbSet<Client> Clients { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.EntityFrameworkCore.DbSet< Client >	

RequestDetails

Declaration

```
public virtual DbSet<RequestDetail> RequestDetails { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.EntityFrameworkCore.DbSet< RequestDetail >	

Requests

Declaration

```
public virtual DbSet<Request> Requests { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.EntityFrameworkCore.DbSet< Request >	

Users

Declaration

```
public virtual DbSet<User> Users { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.EntityFrameworkCore.DbSet< User >	

Methods

OnConfiguring(DbContextOptionsBuilder)

Declaration

```
protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.EntityFrameworkCore.DbContextOptionsBuilder	optionsBuilder	

Overrides

Microsoft.EntityFrameworkCore.DbContext.OnConfiguring(Microsoft.EntityFrameworkCore.DbContextOptionsBuilder)

OnModelCreating(ModelBuilder)

Declaration

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
Microsoft.EntityFrameworkCore.ModelBuilder	modelBuilder	

Overrides

Microsoft.EntityFrameworkCore.DbContext.OnModelCreating(Microsoft.EntityFrameworkCore.ModelBuilder)

Implements

- Microsoft.EntityFrameworkCore.Infrastructure.IInfrastructure<T>
- Microsoft.EntityFrameworkCore.Internal.IDbContextDependencies
- Microsoft.EntityFrameworkCore.Internal.IDbSetCache
- Microsoft.EntityFrameworkCore.Internal.IDbContextPoolable
- System.IDisposable
- System.IAsyncDisposable
- Microsoft.EntityFrameworkCore.Infrastructure.IResettableService

Class Client

Classe com todos os métodos relativos à gestão atualização de Clientes na base de dados através da aplicação. É a mesma classe da tabela Client na Base de Dados.

Inheritance

System.Object
Client

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [GestorStock_BrandsGoodsSA.Models](#)

Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
public class Client
```

Constructors

Client()

Declaration

```
public Client()
```

Properties

ClientCode

Declaration

```
public string ClientCode { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ClientId

Declaration

```
public int ClientId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ClientName

Declaration

```
public string ClientName { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Requests

Declaration

```
public virtual ICollection<Request> Requests { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection< Request >	

Methods

AddClientInfo()

Método que recolhe a informação de um cliente para a variavel tempClient (editar ou criar Cliente).

Declaration

```
public void AddClientInfo()
```

ClientList()

Método com a Query à base de dados para consulta da lista de clientes.

Declaration

```
public void ClientList()
```

NewClient()

Método para criar um novo Cliente.

Declaration

```
public void NewClient()
```

ShowClientInfo(Client)

Método que escreve as informações de um CLIENTE específico na consola.

Declaration

```
public void ShowClientInfo(Client tempClient)
```

Parameters

TYPE	NAME	DESCRIPTION
Client	tempClient	

ShowClientList()

Método para mostrar a lista de Clientes.

Declaration

```
public void ShowClientList()
```

UpdateClient()

Método para o utilizador actualizar os dados do CLIENTE: nome.

Declaration

```
public void UpdateClient()
```

UpdateClientInfo()

Recolhe a informação de um cliente para a variavel tempClient (editar ou criar Cliente)

Declaration

```
public void UpdateClientInfo()
```

Class Request

Classe com todos os métodos relativos à criação de Pedidos de Clientes na base de dados através da aplicação. É a mesma classe da tabela Request na Base de Dados. Interage com a classe da tabela RequestDetail para criar os pedidos.

Inheritance

System.Object
Request

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [GestorStock_BrandsGoodsSA.Models](#)

Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
public class Request
```

Constructors

Request()

Declaration

```
public Request()
```

Properties

Client

Declaration

```
public virtual Client Client { get; set; }
```

Property Value

TYPE	DESCRIPTION
Client	

ClientId

Declaration

```
public int ClientId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

RequestDetails

Declaration

```
public virtual ICollection<RequestDetail> RequestDetails { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.ICollection< RequestDetail >	

RequestId

Declaration

```
public int RequestId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

AddRequestClient()

Método para escolher o cliente e guardar o pedido na tabela Request.

Declaration

```
public void AddRequestClient()
```

AddRequestDetail()

Método que permite adicionar artigos e a informação da quantidade ao pedido de cliente.

Declaration

```
public void AddRequestDetail()
```

NewClientRequest()

Método que regista 1 novo pedido de cliente alterando a quantidade de stock dos artigos na BD

Declaration

```
public void NewClientRequest()
```

RequestInfo(Int32)

Método que recolhe informações do detalhe do pedido (Código de artigo, nome, preço, quantidade e total) presentes na Base de Dados, através de query das informações.

Declaration

```
public void RequestInfo(int selectedRequest)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	selectedRequest	

ShowRequests()

Método que apresenta a lista de pedidos de cliente por ordem alfabética (cliente).

Declaration

```
public void ShowRequests()
```

Class RequestDetail

Classe que faz a ligação com a tabela RequestDetail da base de dados.

Inheritance

System.Object
RequestDetail

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [GestorStock_BrandsGoodsSA.Models](#)
Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
public class RequestDetail
```

Properties

Article

Declaration

```
public virtual Article Article { get; set; }
```

Property Value

TYPE	DESCRIPTION
Article	

ArticleId

Declaration

```
public int ArticleId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ArticleQuantity

Declaration

```
public int ArticleQuantity { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Request

Declaration

```
public virtual Request Request { get; set; }
```

Property Value

TYPE	DESCRIPTION
Request	

RequestDetailId

Declaration

```
public int RequestDetailId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

RequestId

Declaration

```
public int RequestId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Class User

Classe Mae de UserStd e UserAdmin. Contém os métodos e variáveis relativos à identificação do tipo de utilizador. É a mesma classe da tabela Clientes na Base de Dados.

Inheritance

System.Object
User

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [GestorStock_BrandsGoodsSA.Models](#)

Assembly: GestorStock_BrandsGoodsSA.dll

Syntax

```
public class User
```

Constructors

User()

Declaration

```
public User()
```

Properties

AccessAdmin

Declaration

```
public bool AccessAdmin { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Admin

Declaration

```
public bool Admin { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

PassWord

Declaration

```
public string PassWord { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

UserName

Declaration

```
public string UserName { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UserNumber

Declaration

```
public int UserNumber { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

Login()

Método que recebe o Username e Password e distingue através da Base de Dados, que tipo de acesso o user tem.

Declaration

```
public void Login()
```