List Application/Notes things learned

5/5/14 - Creating an appbar through XAML

* Learned
* See Code Below: no need for menuitem so far
* add xmlns:shell to program under delcaration
* icons located under C:\Program Files (x86)\Microsoft SDKs\Windows Phone\v8.0\Icons

<phone:PhoneApplicationPage.ApplicationBar>

<shell:ApplicationBar IsVisible="True" IsMenuEnabled="True"> <!-- for icons under C:\Program Files (x86)\Microsoft SDKs\Windows Phone\v8.0\Icons-->

<shell:ApplicationBarIconButton Click="Add\_New\_Item" IconUri="/Images/appbar\_button1.png" Text="Add List"/>

</shell:ApplicationBar>

</phone:PhoneApplicationPage.ApplicationBar>

5/6/14 - Adding actions to application bar

* Learned
* Define Click as a variable
* Go to CS file. public void variable(Object Sender, EventArgs e)
* **~~Application wise, need to set up a popup to add a new object to the list~~**
* [~~http://www.geekchamp.com/tips/how-to-get-user-input-from-a-popup-in-windows-phone~~](http://www.geekchamp.com/tips/how-to-get-user-input-from-a-popup-in-windows-phone)
* Remove Popup - due to functionality and could create a new page, maybe do a flyby later
* To-Do
* Add Action to bar, work on add new item
* Correct Icons
* Add Object for a new list.
* Save data under isolated storage?

5/7/14

* Learned
* ListView Item Template?
* Reorder using ListView
* To-Do
* Work on Icon Button
* Work on Navigation

5/8/14

* Layout
* MainPage.XAML
* If user clicks New Item
* Bring up NewItem.xaml
* If user clicks on list already inserted
* Brings up List.xaml
* If Add new Item -> create a new item in the list
* Learned
* Navigation
* NavigationService.Navigate(new Uri("/NewList.xaml", UriKind.Relative));
* ApplicationBarIconButton
* <shell:ApplicationBarIconButton Click="Add\_New\_Item" IconUri="/Assets/Images/add.png" Text="Add List"/>
* Put Items into the Assets folder
* Storing Objects
* Created Object called List Object -> located in ListObject.CS
* Stores Name and Values
* To-Do
* Finish Icon - Completed
* Finish up Design - First two pages, layout pretty much done

5/9/14

* Created Error Checking to see if the list was empty
* Need to add dynamic adding of text
* myGlobals.ListofItems.Count==0
* To-Do
* Add Selected text option
* Brings to new page, adds new item to list

5/10/14 - 5/11/14

* Added eventhandler ontap to ListColumn
* ListColumn.Tap += new EventHandler<GestureEventArgs>(HandleTap);
* Save variables textblock value to be used in new list

TextBlock tb= new TextBlock();

tb = (TextBlock)sender;

string hold = tb.Text;

MessageBox.Show(hold);

* To Do
* Move Text to List
* Add new Items to List
* Save data

5/12/14

* Clear data on load
* ListNamePanel.Children.Clear()
* Installed Toolkit - Coding4Fun for popup control
* PM> Install-Package Coding4Fun.Toolkit.Controls
* work on adding prompt <http://coding4fun.codeplex.com/documentation>

5/14/14

* Things learned
* Be careful with Teamviewer, could delete issues.
* To fix go revert on github, or copy paste from github website.
* Popup
* Look at Class name and use that to reference the page.
* To Do
* Not using popup control on Coding4Fun, did not give control for what I wanted, need to uninstall
* Change popup design to look cleaner
* Work on Adding data to the List Object
* Also include number of items into the List Object.

5/18

* Things learned
* Removed Object from program for storing variables,
* Using Dictionary instead myGlobals.ListofObjects.Add(ProductName, NumberofUnits);
* To navigate through Dictionary, use foreach(KeyValuePair<string,string> item in Dictionary variable. Than add a new control for that item e.g foreach (KeyValuePair<string,string> item in myGlobals.ListofObjects)
* Completed work on popup, and able to add controls and save variables
* After closing popup, function does not go through onNavigatedto
* Created update function, which resets all the variables
* To-Do
* Work on adding quantity into text box, could be a spacing issue
* Clean up controls.
* Work on Navigation and removing unused items from stack. Check OnNavigated functions for removing from stack.