הערות לפונקציות

לעבור...

public class FloatToBool\_Fuel : IValueConverter

{

public object Convert(

object value,

Type targetType,

object parameter,

CultureInfo culture)

{

float floatValue = (float)value;

if (floatValue > 800)

return true;

else

return false;

}

public object ConvertBack(

object value,

Type targetType,

object parameter,

CultureInfo culture)

{

throw new NotImplementedException();

}

}

public class FloatToBool\_Fuel : IValueConverter

{

public object Convert(object value, Type targetType, object parameter, CultureInfo culture)

{

float floatValue = (float)value;

if (floatValue > 800)

return true;

return false;

}

public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)

{

throw new NotImplementedException();

}

}

public class StateToBool\_Fuel : IValueConverter

{

public object Convert(object value, Type targetType, object parameter, CultureInfo culture)

{

State stateValue = (State)value;

if (stateValue == State.canDrive || stateValue == State.cannotDrive)

return true;

return false;

}

public object ConvertBack(object value, Type targetType, object parameter, CultureInfo culture)

{

throw new NotImplementedException();

}

}