# HandballScoreStatistics

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# Chapter 5

# Namespace Documentation

## 5.1 HandballStatistics Namespace Reference

## 5.2 HandballStatistics.Commands Namespace Reference

### Classes

- class **CommandBase**
- class **GoToWebsiteCommand**
- class **LoginCommand**
- class **UpdateCurrentViewModelCommand**

## 5.3 HandballStatistics.EntityFramework Namespace Reference

## 5.4 HandballStatistics.EntityFramework.Contexts Namespace Reference

### Classes

- class **HandballStatisticsDbContext**

## 5.5 HandballStatistics.EntityFramework.Migrations Namespace Reference

### Classes

- class **AddedDbSetAccounts**
- class **AddedMissingModels**
- class **Configuration**
- class **InitialCreate**

## 5.6 HandballStatistics.Exceptions Namespace Reference

### Classes

- class **InvalidPasswordException**

## 5.7 HandballStatistics.GUI Namespace Reference

### Classes

- class **App**

  *Interaction logic for App.xaml*
- class **MainWindow**

  *Interaction logic for MainWindow.xaml*

## 5.8 HandballStatistics.GUI.Controls Namespace Reference

### Classes

- class **NavigationBar**

  *Interaction logic for NavigationBar.xaml*

## 5.9 HandballStatistics.GUI.Properties Namespace Reference

### Classes

- class **Resources**

  *A strongly-typed resource class, for looking up localized strings, etc.*
- class **Settings**

## 5.10 HandballStatistics.GUI.Styles Namespace Reference

## 5.11 HandballStatistics.GUI.Styles.Controls Namespace Reference

### Classes

- class **NavigationBarButtons**

  ***NavigationBarButtons*** *(p. 91)*

## 5.12 HandballStatistics.GUI.Views Namespace Reference

### Classes

- class **ConfigurationView**

  ***ConfigurationView*** *(p. 37)*
- class **HelpView**

  ***HelpView*** *(p. 56)*
- class **HomeView**

  ***HomeView*** *(p. 59)*
- class **LoginView**

  ***LoginView*** *(p. 79)*
- class **ProfileView**

  ***ProfileView*** *(p. 97)*
- class **TrackGameView**

  ***TrackGameView*** *(p. 105)*
- class **ViewStatsView**

  ***ViewStatsView*** *(p. 120)*

## 5.13 HandballStatistics.Interfaces Namespace Reference

## 5.14 HandballStatistics.Interfaces.Authenticators Namespace Reference

### Classes

- interface **IAuthenticator**

## 5.15 HandballStatistics.Interfaces.Models Namespace Reference

### Classes

- interface **IWebsite**

## 5.16 HandballStatistics.Interfaces.Navigators Namespace Reference

### Classes

- interface **INavigator**
- interface **IRenavigator**
- interface **IWebNavigator**

### Enumerations

- enum **ViewType** {
  **Login** , **Home** , **TrackGame** , **ViewStats** ,
  **Configuration** , **Profile** , **Help** }
- enum **Link** { **Facebook** , **Instagram** , **Twitter** }

### 5.16.1 Enumeration Type Documentation

#### 5.16.1.1 Link

`enum HandballStatistics.Interfaces.Navigators.Link`

Definition at line **10** of file **IWebNavigator.cs**.

#### 5.16.1.2 ViewType

`enum HandballStatistics.Interfaces.Navigators.ViewType`

Definition at line **6** of file **INavigator.cs**.

## 5.17 HandballStatistics.Interfaces.Services Namespace Reference

### Classes

- interface **IAccountDataService**
- interface **IAuthenticationService**
- interface **IDataService**

### Enumerations

- enum **RegistrationResult** { **Success** , **PasswordsDoNotMatch** , **EmailAlreadyExists** , **Username↩ AlrreadyExists** }

### 5.17.1 Enumeration Type Documentation

#### 5.17.1.1 RegistrationResult

`enum HandballStatistics.Interfaces.Services.RegistrationResult`

Definition at line **6** of file **IAuthenticationService.cs**.

## 5.18 HandballStatistics.Interfaces.ViewModels Namespace Reference

### Classes

- interface **ILoginViewModel**
- interface **IViewModelAbstractFactory**
- interface **IViewModelBase**
- interface **IViewModelFactory**

## 5.19 HandballStatistics.Models Namespace Reference

### Classes

- class **Account**

  *Base class for **Account** (p. 23). Derives from **DomainObject** (p. 42) class.*
- class **Country**

  *Base class for **Country** (p. 41). Derives from **DomainObject** (p. 42) class.*
- class **DomainObject**

  *Base class for **DomainObject** (p. 42)*
- class **Hall**

  *Base class for **Hall** (p. 51). Derives from **DomainObject** (p. 42) class.*
- class **League**

  *Base class for **League** (p. 77). Derives from **DomainObject** (p. 42) class.*
- class **Match**

  *Base class for **Match** (p. 88). Derives from **DomainObject** (p. 42) class.*
- class **ObservableObject**

  *Base class for **ObservableObject** (p. 94). Derives from INotifyPropertyChanged class.*
- class **Player**

  *Base class for **Player** (p. 95). Derives from **DomainObject** (p. 42) class.*
- class **Shot**

  *Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.*
- class **Team**

  *Base class for **Team** (p. 104). Derives from **DomainObject** (p. 42) class.*
- class **User**

  *Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.*

## 5.20 HandballStatistics.Services Namespace Reference

## 5.21 HandballStatistics.Services.AuthenticationServices Namespace Reference

### Classes

- class **AuthenticationService**

  *Base class for **AuthenticationService** (p. 31). Derives from IAuthenticationService class.*
- class **Authenticator**

  *Base class for **Authenticator** (p. 33). Derives from ObservableObject class. Derives from IAuthenticator class.*

## 5.22 HandballStatistics.Services.Converters Namespace Reference

### Classes

- class **EqualValueToParameterConverter**

## 5.23 HandballStatistics.Services.DbServices Namespace Reference

### Classes

- class **AccountDataService**
- class **GenericDataService**
- class **NonQueryDataService**

## 5.24 HandballStatistics.Services.Factories Namespace Reference

### Classes

- class **ConfigurationViewModelFactory**
- class **HelpViewModelFactory**
- class **HomeViewModelFactory**
- class **LoginViewModelFactory**
- class **ProfileViewModelFactory**
- class **TrackGameViewModelFactory**
- class **ViewModelAbstractFactory**
- class **ViewStatsViewModelFactory**

## 5.25 HandballStatistics.Services.Navigators Namespace Reference

### Classes

- class **Navigator**
- class **ViewModelFactoryRenavigator**

## 5.26 HandballStatistics.Testing Namespace Reference

### Classes

- class **Program**

  *Base class for **Program** (p. 101).*

## 5.27 HandballStatistics.ViewModels Namespace Reference

### Classes

- class **ConfigurationViewModel**

  *Base class for **ConfigurationViewModel** (p. 38). Derives from **ViewModelBase** (p. 117) class.*
- class **HelpViewModel**

  *Base class for **HelpViewModel** (p. 57). Derives from **ViewModelBase** (p. 117) class.*
- class **HomeViewModel**

  *Base class for **HomeViewModel** (p. 60). Derives from **ViewModelBase** (p. 117) class.*
- class **LoginViewModel**

  *Base class for **LoginViewModel** (p. 81). Derives from **ViewModelBase** (p. 117) class.*
- class **MainViewModel**

  *Base class for **MainViewModel** (p. 84). Derives from **ViewModelBase** (p. 117) class.*
- class **ProfileViewModel**

  *Base class for **ProfileViewModel** (p. 99). Derives from **ViewModelBase** (p. 117) class.*
- class **TrackGameViewModel**

  *Base class for **TrackGameViewModel** (p. 107). Derives from **ViewModelBase** (p. 117) class.*
- class **ViewModelBase**

  *Base class for **ViewModelBase** (p. 117). Derives from IViewModelBase class.*
- class **ViewStatsViewModel**

  *Base class for **ViewStatsViewModel** (p. 121). Derives from **ViewModelBase** (p. 117) class.*

## 5.28 HandballStatistics.Websites Namespace Reference

### Classes

- class **Facebook**

  *Base class for **Facebook** (p. 44). Derives from **WebsiteBase** (p. 124) class.*
- class **Instagram**

  *Base class for **Instagram** (p. 69). Derives from **WebsiteBase** (p. 124) class.*
- class **Twitter**

  *Base class for **Twitter** (p. 112). Derives from **WebsiteBase** (p. 124) class.*
- class **WebsiteBase**

  *Base class for **WebsiteBase** (p. 124). Derives from IWebsite class.*

## 5.29 XamlGeneratedNamespace Namespace Reference

### Classes

- class **GeneratedInternalTypeHelper**

  ***GeneratedInternalTypeHelper** (p. 46)*

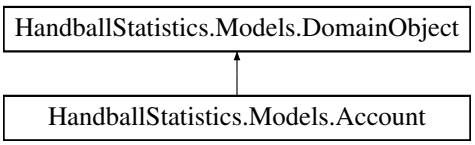
# Chapter 6

# Class Documentation

## 6.1 HandballStatistics.Models.Account Class Reference

Base class for **Account** (p. 23). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Account:




### Public Member Functions

- **Account** ( **User** user)

  *Prevents a default instance of the **Account** (p. 23) class from being created.> Initializes a new instance of the **HandballStatistics.Models.Account** (p. 23) class.*

### Properties

- int **AccountHolderId** `[get, set]`

  *Gets or sets AccountHolderId.*
- **User AccountHolder** `[get, set]`

  *Gets or sets AccountHolder.*

### 6.1.1 Detailed Description

Base class for **Account** (p. 23). Derives from **DomainObject** (p. 42) class.

Definition at line **7** of file **Account.cs**.

### 6.1.2 Constructor & Destructor Documentation

#### 6.1.2.1 Account()

```
HandballStatistics.Models.Account.Account (
            User user )
```

Prevents a default instance of the **Account** (p. 23) class from being created.> Initializes a new instance of the **HandballStatistics.Models.Account** (p. 23) class.

**Parameters**

| | |
|---|---|
| *user* | **User** (p. 114) the current **Account** (p. 23) belongs to |

Definition at line **15** of file **Account.cs**.

### 6.1.3 Property Documentation

#### 6.1.3.1 AccountHolder

```
User HandballStatistics.Models.Account.AccountHolder  [get], [set]
```

Gets or sets AccountHolder.

Definition at line **39** of file **Account.cs**.

#### 6.1.3.2 AccountHolderId

```
int HandballStatistics.Models.Account.AccountHolderId  [get], [set]
```

Gets or sets AccountHolderId.

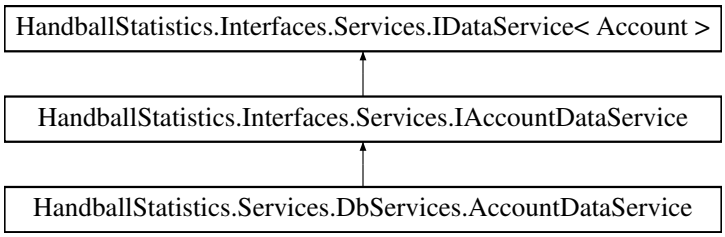
Definition at line **34** of file **Account.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/Account.cs

## 6.2 HandballStatistics.Services.DbServices.AccountDataService Class Reference

Inheritance diagram for HandballStatistics.Services.DbServices.AccountDataService:




### Public Member Functions

- **AccountDataService** ( **HandballStatisticsDbContext** context)
- async Task< **Account** > **Create** ( **Account** entity)
- async Task< bool > **Delete** (int id)
- async Task< **Account** > **Update** (int id, **Account** entity)
- async Task< **Account** > **Get** (int id)
- async Task< IEnumerable< **Account** > > **GetAll** ()
- Task< bool > **Init** ()
- async Task< **Account** > **GetByEmail** (string email)
- async Task< **Account** > **GetByUsername** (string username)

### 6.2.1 Detailed Description

Definition at line **12** of file **AccountDataService.cs**.

### 6.2.2 Constructor & Destructor Documentation

#### 6.2.2.1 AccountDataService()

```
HandballStatistics.Services.DbServices.AccountDataService.AccountDataService (
            HandballStatisticsDbContext context )
```

Definition at line **18** of file **AccountDataService.cs**.

### 6.2.3 Member Function Documentation

#### 6.2.3.1 Create()

```
async Task< Account > HandballStatistics.Services.DbServices.AccountDataService.Create (
            Account entity )
```

Definition at line **24** of file **AccountDataService.cs**.

#### 6.2.3.2 Delete()

```
async Task< bool > HandballStatistics.Services.DbServices.AccountDataService.Delete (
            int id )
```

Definition at line **32** of file **AccountDataService.cs**.

#### 6.2.3.3 Get()

```
async Task< Account > HandballStatistics.Services.DbServices.AccountDataService.Get (
            int id )
```

Definition at line **48** of file **AccountDataService.cs**.

#### 6.2.3.4 GetAll()

```
async Task< IEnumerable< Account > > HandballStatistics.Services.DbServices.AccountData↩
Service.GetAll ( )
```

Definition at line **59** of file **AccountDataService.cs**.

#### 6.2.3.5 GetByEmail()

```
async Task< Account > HandballStatistics.Services.DbServices.AccountDataService.GetByEmail (
            string email )
```

Implements **HandballStatistics.Interfaces.Services.IAccountDataService** (p. 63).

Definition at line **88** of file **AccountDataService.cs**.

#### 6.2.3.6 GetByUsername()

```
async Task< Account > HandballStatistics.Services.DbServices.AccountDataService.GetByUsername
(
            string username )
```

Implements **HandballStatistics.Interfaces.Services.IAccountDataService** (p. 63).

Definition at line **98** of file **AccountDataService.cs**.

#### 6.2.3.7 Init()

```
Task< bool > HandballStatistics.Services.DbServices.AccountDataService.Init ( )
```

Definition at line **70** of file **AccountDataService.cs**.

#### 6.2.3.8 Update()

```
async Task< Account > HandballStatistics.Services.DbServices.AccountDataService.Update (
            int id,
             Account entity )
```

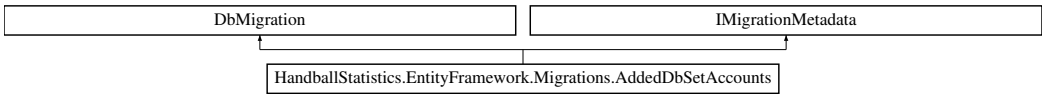
Definition at line **40** of file **AccountDataService.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/DbServices/AccountDataService.cs

## 6.3 HandballStatistics.EntityFramework.Migrations.AddedDbSetAccounts Class Reference

Inheritance diagram for HandballStatistics.EntityFramework.Migrations.AddedDbSetAccounts:




### Public Member Functions

- override void **Up** ()
- override void **Down** ()

### 6.3.1 Detailed Description

Definition at line **6** of file **202205231339178_AddedDbSetAccounts.cs**.

### 6.3.2 Member Function Documentation

#### 6.3.2.1 Down()

```
override void HandballStatistics.EntityFramework.Migrations.AddedDbSetAccounts.Down ( )
```

Definition at line **23** of file **202205231339178_AddedDbSetAccounts.cs**.

#### 6.3.2.2 Up()

```
override void HandballStatistics.EntityFramework.Migrations.AddedDbSetAccounts.Up ( )
```

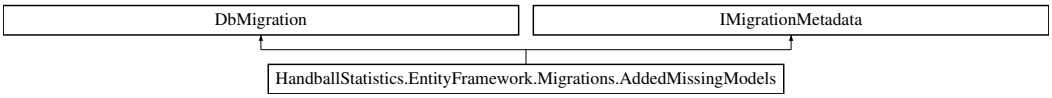
Definition at line **8** of file **202205231339178_AddedDbSetAccounts.cs**.

The documentation for this class was generated from the following files:

- HandballStatistics.EntityFramework/Migrations/202205231339178_AddedDbSetAccounts.cs
- HandballStatistics.EntityFramework/Migrations/202205231339178_AddedDbSetAccounts.Designer.cs

## 6.4 HandballStatistics.EntityFramework.Migrations.AddedMissingModels Class Reference

Inheritance diagram for HandballStatistics.EntityFramework.Migrations.AddedMissingModels:




### Public Member Functions

- override void **Up** ()
- override void **Down** ()

### 6.4.1 Detailed Description

Definition at line **6** of file **202205270006000_AddedMissingModels.cs**.

### 6.4.2 Member Function Documentation

#### 6.4.2.1 Down()

```
override void HandballStatistics.EntityFramework.Migrations.AddedMissingModels.Down ( )
```

Definition at line **104** of file **202205270006000_AddedMissingModels.cs**.

#### 6.4.2.2 Up()

```
override void HandballStatistics.EntityFramework.Migrations.AddedMissingModels.Up ( )
```

Definition at line **8** of file **202205270006000_AddedMissingModels.cs**.

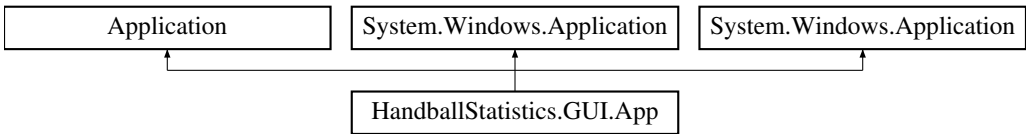
The documentation for this class was generated from the following files:

- HandballStatistics.EntityFramework/Migrations/202205270006000_AddedMissingModels.cs
- HandballStatistics.EntityFramework/Migrations/202205270006000_AddedMissingModels.Designer.cs

## 6.5 HandballStatistics.GUI.App Class Reference

Interaction logic for App.xaml

Inheritance diagram for HandballStatistics.GUI.App:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### Static Public Member Functions

- static void **Main** ()
  *Application Entry Point.*
- static void **Main** ()
  *Application Entry Point.*

### Protected Member Functions

- override void **OnStartup** (StartupEventArgs e)

## 6.5.1 Detailed Description

Interaction logic for App.xaml

**App** (p. 29)

Definition at line **21** of file **App.xaml.cs**.

## 6.5.2 Member Function Documentation

#### 6.5.2.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.App.InitializeComponent ( )
```

InitializeComponent

Definition at line **51** of file **App.g.cs**.

#### 6.5.2.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.App.InitializeComponent ( )
```

InitializeComponent

Definition at line **51** of file **App.g.i.cs**.

#### 6.5.2.3 Main() [1/2]

```
static void HandballStatistics.GUI.App.Main ( )  [static]
```

Application Entry Point.

Definition at line **71** of file **App.g.cs**.

#### 6.5.2.4 Main() [2/2]

```
static void HandballStatistics.GUI.App.Main ( )  [static]
```

Application Entry Point.

Definition at line **71** of file **App.g.i.cs**.

#### 6.5.2.5 OnStartup()

```
override void HandballStatistics.GUI.App.OnStartup (
            StartupEventArgs e )  [protected]
```

Definition at line **23** of file **App.xaml.cs**.

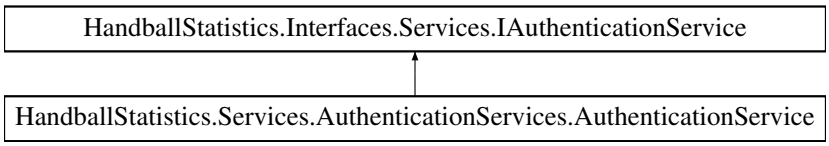
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/App.xaml.cs
- HandballStatistics.GUI/obj/Debug/App.g.cs
- HandballStatistics.GUI/obj/Debug/App.g.i.cs

## 6.6 HandballStatistics.Services.AuthenticationServices.Authentication↩ Service Class Reference

Base class for **AuthenticationService** (p. 31). Derives from IAuthenticationService class.

Inheritance diagram for HandballStatistics.Services.AuthenticationServices.AuthenticationService:




### Public Member Functions

- **AuthenticationService** ( **IAccountDataService** accountService)

  *Prevents a default instance of the **AuthenticationService** (p. 31) class from being created. Initializes a new instance of the **HandballStatistics.Services.AuthenticationServices.AuthenticationService** (p. 31) class.*
- async Task< **Account** > **Login** (string username, string password)

  *Checks existence of Account and logs in if exists.*
- async Task< RegistrationResult > **Register** (string username, string email, string password, string confirm↩ Password)

  *Checks existance of username, email and compares passwords.*

### 6.6.1 Detailed Description

Base class for **AuthenticationService** (p. 31). Derives from IAuthenticationService class.

Definition at line **13** of file **AuthenticationService.cs**.

### 6.6.2 Constructor & Destructor Documentation

#### 6.6.2.1 AuthenticationService()

```
HandballStatistics.Services.AuthenticationServices.AuthenticationService.AuthenticationService
(
            IAccountDataService accountService )
```

Prevents a default instance of the **AuthenticationService** (p. 31) class from being created. Initializes a new instance of the **HandballStatistics.Services.AuthenticationServices.AuthenticationService** (p. 31) class.

**Parameters**

| | |
|---|---|
| *accountService* | Registrated IAccountDataService. |

Definition at line **29** of file **AuthenticationService.cs**.

### 6.6.3 Member Function Documentation

#### 6.6.3.1 Login()

```
async Task< Account > HandballStatistics.Services.AuthenticationServices.Authentication↩
Service.Login (
            string username,
            string password )
```

Checks existence of Account and logs in if exists.

**Parameters**

| | |
|---|---|
| *username* | String username. |
| *password* | String password. |

**Returns**

Implements **HandballStatistics.Interfaces.Services.IAuthenticationService** (p. 63).

Definition at line **43** of file **AuthenticationService.cs**.

#### 6.6.3.2 Register()

```
async Task< RegistrationResult > HandballStatistics.Services.AuthenticationServices.Authentication↩
Service.Register (
            string username,
            string email,
            string password,
            string confirmPassword )
```

Checks existance of username, email and compares passwords.

**Parameters**

| | |
|---|---|
| *username* | String username. |
| *email* | String email. |
| *password* | String password. |
| *confirmPassword* | String confirm password. |

Implements **HandballStatistics.Interfaces.Services.IAuthenticationService** (p. 63).

Definition at line **57** of file **AuthenticationService.cs**.

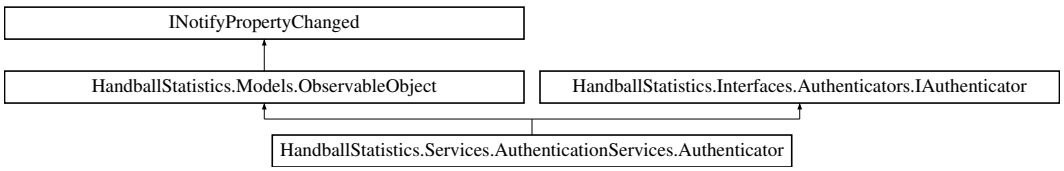
The documentation for this class was generated from the following file:

- HandballStatistics.Services/AuthenticationServices/AuthenticationService.cs

## 6.7 HandballStatistics.Services.AuthenticationServices.Authenticator Class Reference

Base class for **Authenticator** (p. 33). Derives from ObservableObject class. Derives from IAuthenticator class.

Inheritance diagram for HandballStatistics.Services.AuthenticationServices.Authenticator:



## Public Member Functions

- **Authenticator** ( **IAuthenticationService** authenticationService)

  *Initializes a new instance of the **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 33) class.*
- async Task< bool > **Login** (string username, string password)
- void **Logout** ()
- async Task< RegistrationResult > **Register** (string username, string email, string password, string confirm↩ Password)

## Properties

- **Account CurrentAccount** `[get]`

  *Gets or sets .*
- bool **IsLoggedIn** `[get]`

  *Gets a value indicating whether this instance .*

## Additional Inherited Members

### 6.7.1 Detailed Description

Base class for **Authenticator** (p. 33). Derives from ObservableObject class. Derives from IAuthenticator class.

Definition at line **14** of file **Authenticator.cs**.

### 6.7.2 Constructor & Destructor Documentation

#### 6.7.2.1 Authenticator()

```
HandballStatistics.Services.AuthenticationServices.Authenticator.Authenticator (
            IAuthenticationService authenticationService )
```

Initializes a new instance of the **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 33) class.

**Parameters**

| | |
|---|---|
| *authenticationService* | |

Definition at line **36** of file **Authenticator.cs**.

### 6.7.3 Member Function Documentation

#### 6.7.3.1 Login()

```
async Task< bool > HandballStatistics.Services.AuthenticationServices.Authenticator.Login (
            string username,
            string password )
```

**Parameters**

| | |
|---|---|
| *username* | |
| *password* | |

**Returns**

Implements **HandballStatistics.Interfaces.Authenticators.IAuthenticator** (p. 64).

Definition at line **76** of file **Authenticator.cs**.

#### 6.7.3.2 Logout()

```
void HandballStatistics.Services.AuthenticationServices.Authenticator.Logout ( )
```

Implements **HandballStatistics.Interfaces.Authenticators.IAuthenticator** (p. 64).

Definition at line **96** of file **Authenticator.cs**.

#### 6.7.3.3 Register()

```
async Task< RegistrationResult > HandballStatistics.Services.AuthenticationServices.Authenticator.↩
Register (
            string username,
            string email,
            string password,
            string confirmPassword )
```

**Parameters**

| | |
|---|---|
| *username* | |
| *email* | |
| *password* | |
| *confirmPassword* | |

**Returns**

Implements **HandballStatistics.Interfaces.Authenticators.IAuthenticator** (p. 64).

Definition at line **110** of file **Authenticator.cs**.

### 6.7.4 Property Documentation

#### 6.7.4.1 CurrentAccount

```
Account HandballStatistics.Services.AuthenticationServices.Authenticator.CurrentAccount [get]
```

Gets or sets .

Implements **HandballStatistics.Interfaces.Authenticators.IAuthenticator** (p. 64).

Definition at line **48** of file **Authenticator.cs**.

#### 6.7.4.2 IsLoggedIn

```
bool HandballStatistics.Services.AuthenticationServices.Authenticator.IsLoggedIn [get]
```

Gets a value indicating whether this instance .

`true` if this instance ; otherwise, `false`.

Implements **HandballStatistics.Interfaces.Authenticators.IAuthenticator** (p. 64).

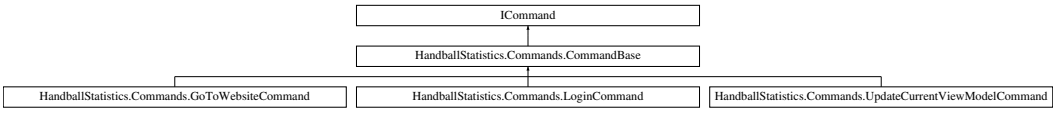
Definition at line **65** of file **Authenticator.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/AuthenticationServices/Authenticator.cs

## 6.8 HandballStatistics.Commands.CommandBase Class Reference

Inheritance diagram for HandballStatistics.Commands.CommandBase:




### Public Member Functions

- virtual bool **CanExecute** (object parameter)
- abstract void **Execute** (object parameter)

### Events

- EventHandler **CanExecuteChanged**

### 6.8.1 Detailed Description

Definition at line **6** of file **CommandBase.cs**.

### 6.8.2 Event Documentation

#### 6.8.2.1 CanExecuteChanged

```
EventHandler HandballStatistics.Commands.CommandBase.CanExecuteChanged
```

Definition at line **8** of file **CommandBase.cs**.

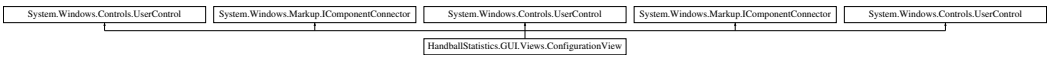
The documentation for this class was generated from the following file:

- HandballStatistics.Commands/CommandBase.cs

## 6.9 HandballStatistics.GUI.Views.ConfigurationView Class Reference

**ConfigurationView** (p. 37)

Inheritance diagram for HandballStatistics.GUI.Views.ConfigurationView:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.9.1 Detailed Description

**ConfigurationView** (p. 37)

Interaction logic for ConfigurationView.xaml

Definition at line **41** of file **ConfigurationView.g.cs**.

### 6.9.2 Constructor & Destructor Documentation

#### 6.9.2.1 ConfigurationView()

```
HandballStatistics.GUI.Views.ConfigurationView.ConfigurationView ( )
```

Definition at line **23** of file **ConfigurationView.xaml.cs**.

### 6.9.3 Member Function Documentation

#### 6.9.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.ConfigurationView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ConfigurationView.g.cs**.

#### 6.9.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.ConfigurationView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ConfigurationView.g.i.cs**.

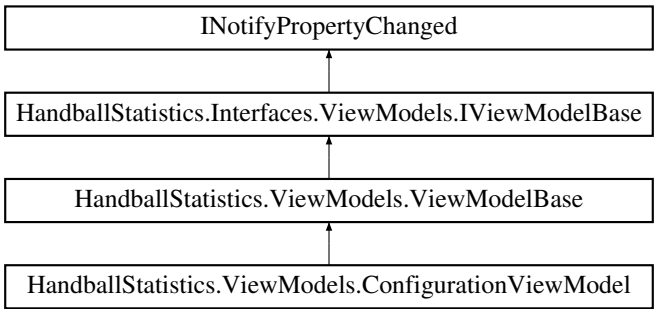
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/ConfigurationView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/ConfigurationView.g.i.cs
- HandballStatistics.GUI/Views/ConfigurationView.xaml.cs

## 6.10 HandballStatistics.ViewModels.ConfigurationViewModel Class Reference

Base class for **ConfigurationViewModel** (p. 38). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.ConfigurationViewModel:



## Public Member Functions

- **ConfigurationViewModel** ()

  *Prevents a default instance of the **ConfigurationViewModel** (p. 38) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ConfigurationViewModel** (p. 38) class.*

## Properties

- string **Username** `[get, set]`

  *Gets or sets username.*
- string **WelcomeMessage** `[get, set]`

  *Gets or sets welcomeMessage.*

## Additional Inherited Members

### 6.10.1 Detailed Description

Base class for **ConfigurationViewModel** (p. 38). Derives from **ViewModelBase** (p. 117) class.

Definition at line **7** of file **ConfigurationViewModel.cs**.

### 6.10.2 Constructor & Destructor Documentation

#### 6.10.2.1 ConfigurationViewModel()

```
HandballStatistics.ViewModels.ConfigurationViewModel.ConfigurationViewModel ( )
```

Prevents a default instance of the **ConfigurationViewModel** (p. 38) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ConfigurationViewModel** (p. 38) class.

Definition at line **26** of file **ConfigurationViewModel.cs**.

### 6.10.3 Property Documentation

#### 6.10.3.1 Username

```
string HandballStatistics.ViewModels.ConfigurationViewModel.Username  [get], [set]
```

Gets or sets username.

Definition at line **37** of file **ConfigurationViewModel.cs**.

#### 6.10.3.2 WelcomeMessage

```
string HandballStatistics.ViewModels.ConfigurationViewModel.WelcomeMessage  [get], [set]
```

Gets or sets welcomeMessage.

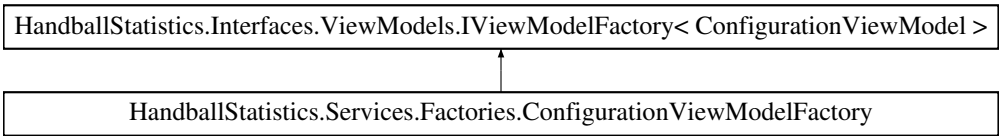
Definition at line **50** of file **ConfigurationViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/ConfigurationViewModel.cs

## 6.11 HandballStatistics.Services.Factories.ConfigurationViewModel↩ Factory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.ConfigurationViewModelFactory:




### Public Member Functions

- **ConfigurationViewModel CreateViewModel** ()

### 6.11.1 Detailed Description

Definition at line **6** of file **ConfigurationViewModelFactory.cs**.

### 6.11.2 Member Function Documentation

#### 6.11.2.1 CreateViewModel()

**ConfigurationViewModel** HandballStatistics.Services.Factories.ConfigurationViewModelFactory.↩ CreateViewModel ( )

Definition at line **8** of file **ConfigurationViewModelFactory.cs**.

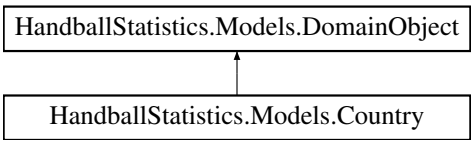
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/ConfigurationViewModelFactory.cs

# 6.12 HandballStatistics.Models.Country Class Reference

Base class for **Country** (p. 41). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Country:




## Properties

- string **Name** `[get, set]`
  *Gets or sets Name.*
- ICollection< **Team** > **Teams** `[get, set]`
  *Gets or sets Teams.*
- ICollection< **Hall** > **Halls** `[get, set]`
  *Gets or sets Halls.*
- ICollection< **League** > **Leagues** `[get, set]`
  *Gets or sets Leagues.*

### 6.12.1 Detailed Description

Base class for **Country** (p. 41). Derives from **DomainObject** (p. 42) class.

Definition at line **9** of file **Country.cs**.

### 6.12.2 Property Documentation

#### 6.12.2.1 Halls

`ICollection< Hall> HandballStatistics.Models.Country.Halls [get], [set]`

Gets or sets Halls.

Definition at line **25** of file **Country.cs**.

#### 6.12.2.2 Leagues

```
ICollection< League> HandballStatistics.Models.Country.Leagues [get], [set]
```

Gets or sets Leagues.

Definition at line **30** of file **Country.cs**.

#### 6.12.2.3 Name

```
string HandballStatistics.Models.Country.Name [get], [set]
```

Gets or sets Name.

Definition at line **15** of file **Country.cs**.

#### 6.12.2.4 Teams

```
ICollection< Team> HandballStatistics.Models.Country.Teams [get], [set]
```

Gets or sets Teams.

Definition at line **20** of file **Country.cs**.

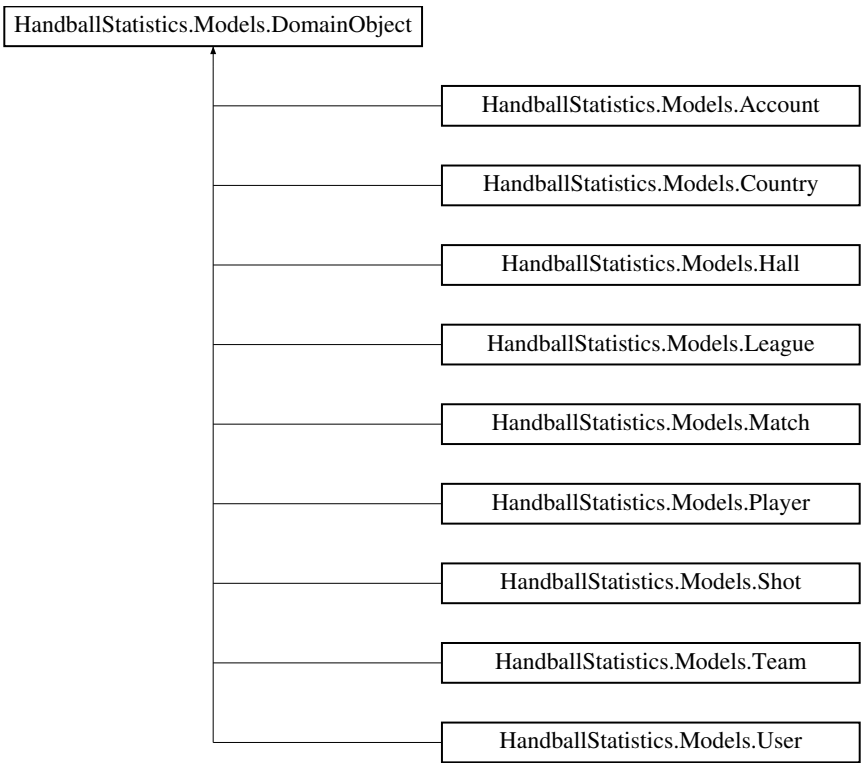
The documentation for this class was generated from the following file:

- HandballStatistics.Models/Country.cs

## 6.13 HandballStatistics.Models.DomainObject Class Reference

Base class for **DomainObject** (p. 42)

Inheritance diagram for HandballStatistics.Models.DomainObject:



### Properties

- int **Id** `[get, set]`
  *Gets or sets Id.*

### 6.13.1 Detailed Description

Base class for **DomainObject** (p. 42)

Definition at line **6** of file **DomainObject.cs**.

### 6.13.2 Property Documentation

#### 6.13.2.1 Id

```
int HandballStatistics.Models.DomainObject.Id  [get], [set]
```

Gets or sets Id.

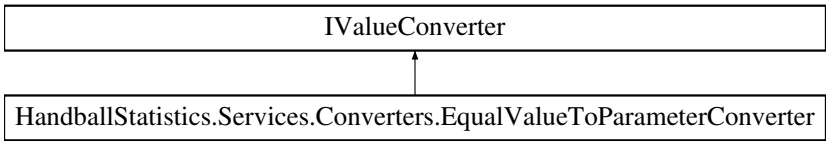
Definition at line **12** of file **DomainObject.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/DomainObject.cs

## 6.14 HandballStatistics.Services.Converters.EqualValueToParameterConverter Class Reference

Inheritance diagram for HandballStatistics.Services.Converters.EqualValueToParameterConverter:




### Public Member Functions

- object **Convert** (object value, Type targetType, object parameter, CultureInfo culture)
- object **ConvertBack** (object value, Type targetType, object parameter, CultureInfo culture)

### 6.14.1 Detailed Description

Definition at line **7** of file **EqualValueToParameterConverter.cs**.

### 6.14.2 Member Function Documentation

#### 6.14.2.1 Convert()

```
object HandballStatistics.Services.Converters.EqualValueToParameterConverter.Convert (
            object value,
            Type targetType,
            object parameter,
            CultureInfo culture )
```

Definition at line **9** of file **EqualValueToParameterConverter.cs**.

#### 6.14.2.2 ConvertBack()

```
object HandballStatistics.Services.Converters.EqualValueToParameterConverter.ConvertBack (
            object value,
            Type targetType,
            object parameter,
            CultureInfo culture )
```

Definition at line **14** of file **EqualValueToParameterConverter.cs**.

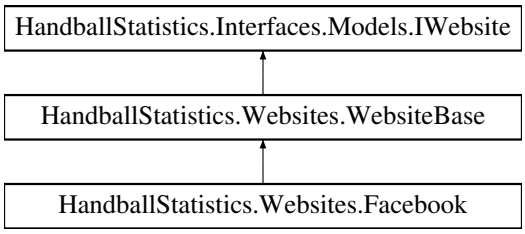
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Converters/EqualValueToParameterConverter.cs

## 6.15 HandballStatistics.Websites.Facebook Class Reference

Base class for **Facebook** (p. 44). Derives from **WebsiteBase** (p. 124) class.

Inheritance diagram for HandballStatistics.Websites.Facebook:




### Public Member Functions

- **Facebook** ()

  *Prevents a default instance of the **Instagram** (p. 69) class from being created. Initializes a new instance of the **HandballStatistics.Websites.Facebook** (p. 44) class.*

## Properties

- override string **Name** `[get, set]`
  *Gets or sets Name.*
- override string **URL** `[get, set]`
  *Gets or sets URL.*

### 6.15.1 Detailed Description

Base class for **Facebook** (p. 44). Derives from **WebsiteBase** (p. 124) class.

Definition at line **7** of file **Facebook.cs**.

### 6.15.2 Constructor & Destructor Documentation

#### 6.15.2.1 Facebook()

```
HandballStatistics.Websites.Facebook.Facebook ( )
```

Prevents a default instance of the **Instagram** (p. 69) class from being created. Initializes a new instance of the **HandballStatistics.Websites.Facebook** (p. 44) class.

Definition at line **14** of file **Facebook.cs**.

### 6.15.3 Property Documentation

#### 6.15.3.1 Name

```
override string HandballStatistics.Websites.Facebook.Name  [get], [set]
```

Gets or sets Name.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **25** of file **Facebook.cs**.

#### 6.15.3.2 URL

```
override string HandballStatistics.Websites.Facebook.URL  [get], [set]
```

Gets or sets URL.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **30** of file **Facebook.cs**.

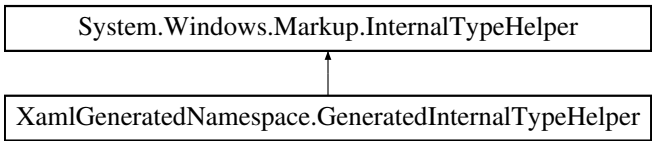
The documentation for this class was generated from the following file:

- HandballStatistics.Websites/Facebook.cs

## 6.16 XamlGeneratedNamespace.GeneratedInternalTypeHelper Class Reference

**GeneratedInternalTypeHelper** (p. 46)

Inheritance diagram for XamlGeneratedNamespace.GeneratedInternalTypeHelper:




### Protected Member Functions

- override object **CreateInstance** (System.Type type, System.Globalization.CultureInfo culture)

  *CreateInstance*
- override object **GetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, System.↩ Globalization.CultureInfo culture)

  *GetPropertyValue*
- override void **SetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)

  *SetPropertyValue*
- override System.Delegate **CreateDelegate** (System.Type delegateType, object target, string handler)

  *CreateDelegate*
- override void **AddEventHandler** (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)

  *AddEventHandler*

### 6.16.1 Detailed Description

**GeneratedInternalTypeHelper** (p. 46)

Definition at line **20** of file **GeneratedInternalTypeHelper.g.i.cs**.

## 6.16.2 Member Function Documentation

### 6.16.2.1 AddEventHandler()

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.AddEventHandler (
            System.Reflection.EventInfo eventInfo,
            object target,
            System.Delegate handler )  [protected]
```

AddEventHandler

Definition at line **57** of file **GeneratedInternalTypeHelper.g.i.cs**.

### 6.16.2.2 CreateDelegate()

```
override System.Delegate XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateDelegate (
            System.Type delegateType,
            object target,
            string handler )  [protected]
```

CreateDelegate

Definition at line **47** of file **GeneratedInternalTypeHelper.g.i.cs**.

### 6.16.2.3 CreateInstance()

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.CreateInstance (
            System.Type type,
            System.Globalization.CultureInfo culture )  [protected]
```

CreateInstance

Definition at line **25** of file **GeneratedInternalTypeHelper.g.i.cs**.

### 6.16.2.4 GetPropertyValue()

```
override object XamlGeneratedNamespace.GeneratedInternalTypeHelper.GetPropertyValue (
            System.Reflection.PropertyInfo propertyInfo,
            object target,
            System.Globalization.CultureInfo culture )  [protected]
```

GetPropertyValue

Definition at line **33** of file **GeneratedInternalTypeHelper.g.i.cs**.

#### 6.16.2.5 SetPropertyValue()

```
override void XamlGeneratedNamespace.GeneratedInternalTypeHelper.SetPropertyValue (
            System.Reflection.PropertyInfo propertyInfo,
            object target,
            object value,
            System.Globalization.CultureInfo culture )  [protected]
```

SetPropertyValue

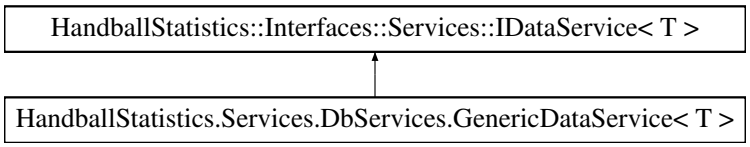
Definition at line **40** of file **GeneratedInternalTypeHelper.g.i.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.GUI/obj/Debug/GeneratedInternalTypeHelper.g.i.cs

## 6.17 HandballStatistics.Services.DbServices.GenericDataService< T > Class Template Reference

Inheritance diagram for HandballStatistics.Services.DbServices.GenericDataService< T >:




### Public Member Functions

- **GenericDataService** ( **HandballStatisticsDbContext** context)
- async Task< T > **Create** (T entity)
- async Task< bool > **Delete** (int id)
- async Task< T > **Update** (int id, T entity)
- async Task< T > **Get** (int id)
- async Task< IEnumerable< T > > **GetAll** ()
- Task< bool > **Init** ()

### 6.17.1 Detailed Description

**Type Constraints**

***T* : *DomainObject***

Definition at line **11** of file **GenericDataService.cs**.

### 6.17.2 Constructor & Destructor Documentation

#### 6.17.2.1 GenericDataService()

```
HandballStatistics.Services.DbServices.GenericDataService< T >.  GenericDataService (
            HandballStatisticsDbContext context )
```

Definition at line **16** of file **GenericDataService.cs**.

### 6.17.3 Member Function Documentation

#### 6.17.3.1 Create()

```
async Task< T >  HandballStatistics.Services.DbServices.GenericDataService< T >.Create (
            T entity )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

Definition at line **22** of file **GenericDataService.cs**.

#### 6.17.3.2 Delete()

```
async Task< bool >  HandballStatistics.Services.DbServices.GenericDataService< T >.Delete (
            int id )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

Definition at line **30** of file **GenericDataService.cs**.

#### 6.17.3.3 Get()

```
async Task< T >  HandballStatistics.Services.DbServices.GenericDataService< T >.Get (
            int id )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

Definition at line **46** of file **GenericDataService.cs**.

#### 6.17.3.4 GetAll()

```
async Task< IEnumerable< T > >  HandballStatistics.Services.DbServices.GenericDataService< T
>.GetAll ( )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

Definition at line **55** of file **GenericDataService.cs**.

#### 6.17.3.5 Init()

```
Task< bool >  HandballStatistics.Services.DbServices.GenericDataService< T >.Init ( )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

Definition at line **64** of file **GenericDataService.cs**.

#### 6.17.3.6 Update()

```
async Task< T >  HandballStatistics.Services.DbServices.GenericDataService< T >.Update (
            int id,
            T entity )
```

Implements **HandballStatistics.Interfaces.Services.IDataService< T >** (p. 66).

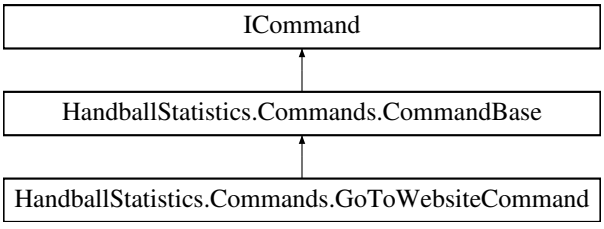
Definition at line **38** of file **GenericDataService.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/DbServices/GenericDataService.cs

## 6.18 HandballStatistics.Commands.GoToWebsiteCommand Class Reference

Inheritance diagram for HandballStatistics.Commands.GoToWebsiteCommand:



### Public Member Functions

- override void **Execute** (object parameter)

### Additional Inherited Members

### 6.18.1 Detailed Description

Definition at line **6** of file **GoToWebsiteCommand.cs**.

### 6.18.2 Member Function Documentation

#### 6.18.2.1 Execute()

```
override void HandballStatistics.Commands.GoToWebsiteCommand.Execute (
            object parameter )  [virtual]
```

Implements **HandballStatistics.Commands.CommandBase** (p. 36).

Definition at line **8** of file **GoToWebsiteCommand.cs**.

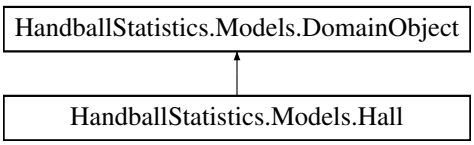
The documentation for this class was generated from the following file:

- HandballStatistics.Commands/GoToWebsiteCommand.cs

## 6.19 HandballStatistics.Models.Hall Class Reference

Base class for **Hall** (p. 51). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Hall:




### Properties

- string **Name** [get, set]
  *Gets or sets Name.*
- string **Address** [get, set]
  *Gets or sets Address.*
- int **CountryId** [get, set]
  *Gets or sets CountryId.*

### 6.19.1 Detailed Description

Base class for **Hall** (p. 51). Derives from **DomainObject** (p. 42) class.

Definition at line **7** of file **Hall.cs**.

### 6.19.2 Property Documentation

#### 6.19.2.1 Address

```
string HandballStatistics.Models.Hall.Address  [get], [set]
```

Gets or sets Address.

Definition at line **18** of file **Hall.cs**.

#### 6.19.2.2 CountryId

```
int HandballStatistics.Models.Hall.CountryId  [get], [set]
```

Gets or sets CountryId.

Definition at line **23** of file **Hall.cs**.

#### 6.19.2.3 Name

```
string HandballStatistics.Models.Hall.Name  [get], [set]
```

Gets or sets Name.

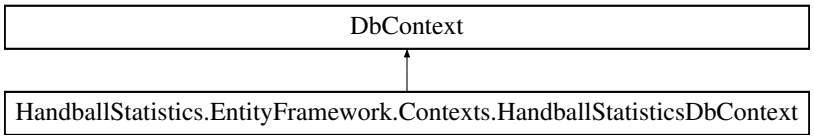
Definition at line **13** of file **Hall.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/Hall.cs

# 6.20 HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext Class Reference

Inheritance diagram for HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext:




## Public Member Functions

- **HandballStatisticsDbContext** **CreateContext** ()
- override int **SaveChanges** ()

## Properties

- DbSet< **User** > **Users** `[get, set]`
- DbSet< **Account** > **Accounts** `[get, set]`
- DbSet< **Country** > **Countries** `[get, set]`
- DbSet< **Hall** > **Halls** `[get, set]`
- DbSet< **League** > **Leagues** `[get, set]`
- DbSet< **Match** > **Matches** `[get, set]`
- DbSet< **Player** > **Players** `[get, set]`
- DbSet< **Team** > **Teams** `[get, set]`

### 6.20.1 Detailed Description

Definition at line **8** of file **HandballStatisticsDbContext.cs**.

### 6.20.2 Constructor & Destructor Documentation

#### 6.20.2.1 HandballStatisticsDbContext()

```
HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.HandballStatisticsDb↩
Context ( )
```

Definition at line **31** of file **HandballStatisticsDbContext.cs**.

### 6.20.3 Member Function Documentation

#### 6.20.3.1 CreateContext()

```
HandballStatisticsDbContext HandballStatistics.EntityFramework.Contexts.HandballStatistics↩
DbContext.CreateContext ( )
```

Definition at line **38** of file **HandballStatisticsDbContext.cs**.

#### 6.20.3.2 SaveChanges()

```
override int HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Save↩
Changes ( )
```

Definition at line **43** of file **HandballStatisticsDbContext.cs**.

### 6.20.4 Property Documentation

#### 6.20.4.1 Accounts

```
DbSet< Account> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.↩
Accounts [get], [set]
```

Definition at line **14** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.2 Countries

```
DbSet< Country> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.↩
Countries [get], [set]
```

Definition at line **16** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.3 Halls

```
DbSet< Hall> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Halls
[get], [set]
```

Definition at line **18** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.4 Leagues

```
DbSet< League> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Leagues
[get], [set]
```

Definition at line **20** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.5 Matches

```
DbSet< Match> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Matches
[get], [set]
```

Definition at line **22** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.6 Players

```
DbSet< Player> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Players
[get], [set]
```

Definition at line **24** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.7 Teams

```
DbSet< Team> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Teams
[get], [set]
```

Definition at line **26** of file **HandballStatisticsDbContext.cs**.

#### 6.20.4.8 Users

```
DbSet< User> HandballStatistics.EntityFramework.Contexts.HandballStatisticsDbContext.Users
[get], [set]
```

Definition at line **12** of file **HandballStatisticsDbContext.cs**.

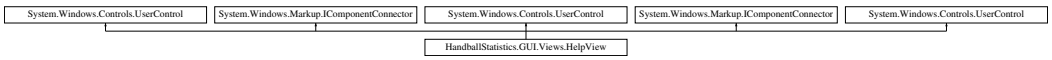
The documentation for this class was generated from the following file:

- HandballStatistics.EntityFramework/Contexts/HandballStatisticsDbContext.cs

## 6.21 HandballStatistics.GUI.Views.HelpView Class Reference

**HelpView** (p. 56)

Inheritance diagram for HandballStatistics.GUI.Views.HelpView:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.21.1 Detailed Description

**HelpView** (p. 56)

Interaction logic for HelpView.xaml

Definition at line **41** of file **HelpView.g.cs**.

### 6.21.2 Constructor & Destructor Documentation

#### 6.21.2.1 HelpView()

```
HandballStatistics.GUI.Views.HelpView.HelpView ( )
```

Definition at line **23** of file **HelpView.xaml.cs**.

### 6.21.3 Member Function Documentation

#### 6.21.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.HelpView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **HelpView.g.cs**.

#### 6.21.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.HelpView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **HelpView.g.i.cs**.

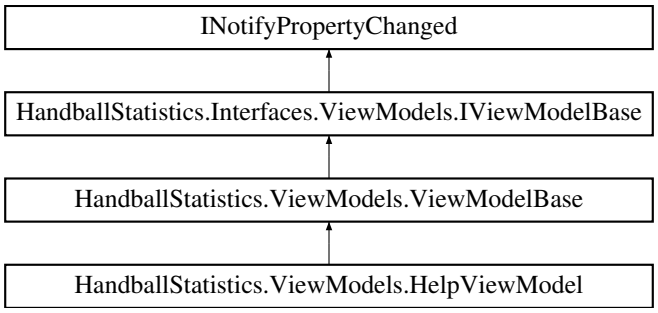
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/HelpView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/HelpView.g.i.cs
- HandballStatistics.GUI/Views/HelpView.xaml.cs

## 6.22 HandballStatistics.ViewModels.HelpViewModel Class Reference

Base class for **HelpViewModel** (p. 57). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.HelpViewModel:




### Public Member Functions

- **HelpViewModel** ()

  *Prevents a default instance of the **HelpViewModel** (p. 57) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.HelpViewModel** (p. 57) class.*

### Properties

- string **Username** [get, set]

  *Gets or sets username.*
- string **WelcomeMessage** [get, set]

  *Gets or sets welcomeMessage.*

### Additional Inherited Members

### 6.22.1 Detailed Description

Base class for **HelpViewModel** (p. 57). Derives from **ViewModelBase** (p. 117) class.

Definition at line **7** of file **HelpViewModel.cs**.

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 HelpViewModel()

```
HandballStatistics.ViewModels.HelpViewModel.HelpViewModel ( )
```

Prevents a default instance of the **HelpViewModel** (p. 57) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.HelpViewModel** (p. 57) class.

Definition at line **26** of file **HelpViewModel.cs**.

### 6.22.3 Property Documentation

#### 6.22.3.1 Username

```
string HandballStatistics.ViewModels.HelpViewModel.Username  [get], [set]
```

Gets or sets username.

Definition at line **37** of file **HelpViewModel.cs**.

#### 6.22.3.2 WelcomeMessage

```
string HandballStatistics.ViewModels.HelpViewModel.WelcomeMessage  [get], [set]
```

Gets or sets welcomeMessage.

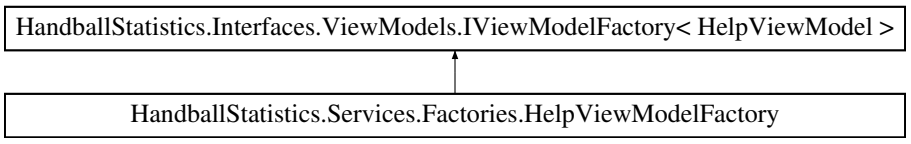
Definition at line **50** of file **HelpViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/HelpViewModel.cs

## 6.23 HandballStatistics.Services.Factories.HelpViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.HelpViewModelFactory:



### Public Member Functions

- **HelpViewModel CreateViewModel** ()

### 6.23.1 Detailed Description

Definition at line **6** of file **HelpViewModelFactory.cs**.

### 6.23.2 Member Function Documentation

#### 6.23.2.1 CreateViewModel()

```
HelpViewModel HandballStatistics.Services.Factories.HelpViewModelFactory.CreateViewModel ( )
```

Definition at line **8** of file **HelpViewModelFactory.cs**.

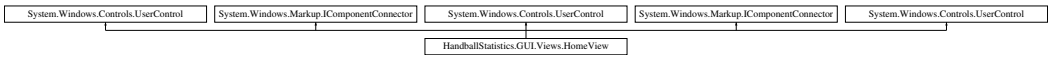
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/HelpViewModelFactory.cs

## 6.24 HandballStatistics.GUI.Views.HomeView Class Reference

**HomeView** (p. 59)

Inheritance diagram for HandballStatistics.GUI.Views.HomeView:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.24.1 Detailed Description

**HomeView** (p. 59)

Interaction logic for HomeView.xaml

Definition at line **41** of file **HomeView.g.cs**.

### 6.24.2 Constructor & Destructor Documentation

#### 6.24.2.1 HomeView()

```
HandballStatistics.GUI.Views.HomeView.HomeView ( )
```

Definition at line **23** of file **HomeView.xaml.cs**.

### 6.24.3 Member Function Documentation

#### 6.24.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.HomeView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **HomeView.g.cs**.

#### 6.24.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.HomeView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **HomeView.g.i.cs**.

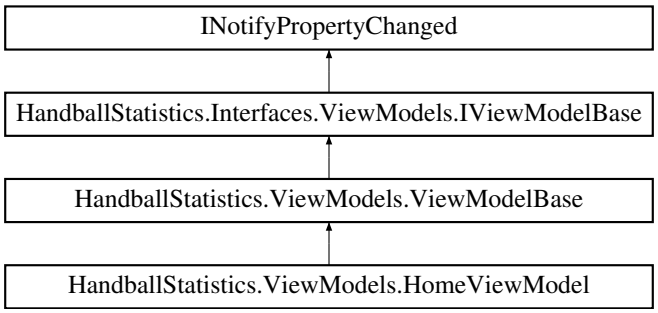
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/HomeView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/HomeView.g.i.cs
- HandballStatistics.GUI/Views/HomeView.xaml.cs

## 6.25 HandballStatistics.ViewModels.HomeViewModel Class Reference

Base class for **HomeViewModel** (p. 60). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.HomeViewModel:



## Public Member Functions

- **HomeViewModel** ()

  *Prevents a default instance of the **HomeViewModel** (p. 60) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.HomeViewModel** (p. 60) class.*

## Properties

- string **Username** `[get, set]`

  *Gets or sets username.*
- string **WelcomeMessage** `[get, set]`

  *Gets or sets welcomeMessage.*

## Additional Inherited Members

### 6.25.1 Detailed Description

Base class for **HomeViewModel** (p. 60). Derives from **ViewModelBase** (p. 117) class.

Definition at line **7** of file **HomeViewModel.cs**.

### 6.25.2 Constructor & Destructor Documentation

#### 6.25.2.1 HomeViewModel()

```
HandballStatistics.ViewModels.HomeViewModel.HomeViewModel ( )
```

Prevents a default instance of the **HomeViewModel** (p. 60) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.HomeViewModel** (p. 60) class.

Definition at line **26** of file **HomeViewModel.cs**.

### 6.25.3 Property Documentation

#### 6.25.3.1 Username

```
string HandballStatistics.ViewModels.HomeViewModel.Username  [get], [set]
```

Gets or sets username.

Definition at line **37** of file **HomeViewModel.cs**.

#### 6.25.3.2 WelcomeMessage

```
string HandballStatistics.ViewModels.HomeViewModel.WelcomeMessage  [get], [set]
```

Gets or sets welcomeMessage.

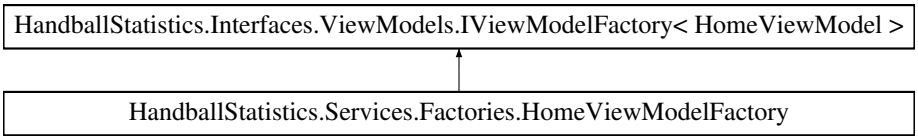
Definition at line **50** of file **HomeViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/HomeViewModel.cs

## 6.26 HandballStatistics.Services.Factories.HomeViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.HomeViewModelFactory:




### Public Member Functions

- **HomeViewModel CreateViewModel** ()

### 6.26.1 Detailed Description

Definition at line **6** of file **HomeViewModelFactory.cs**.

### 6.26.2 Member Function Documentation

#### 6.26.2.1 CreateViewModel()

```
HomeViewModel HandballStatistics.Services.Factories.HomeViewModelFactory.CreateViewModel ( )
```

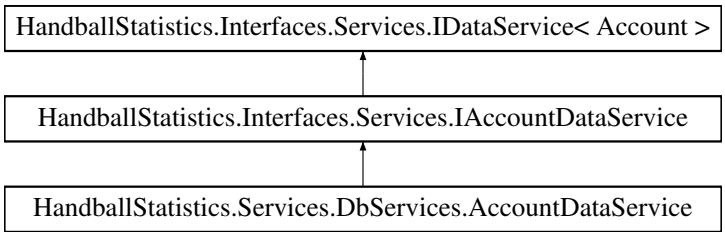
Definition at line **8** of file **HomeViewModelFactory.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/HomeViewModelFactory.cs

## 6.27 HandballStatistics.Interfaces.Services.IAccountDataService Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Services.IAccountDataService:




### Public Member Functions

- Task< **Account** > **GetByUsername** (string username)
- Task< **Account** > **GetByEmail** (string email)

### 6.27.1 Detailed Description

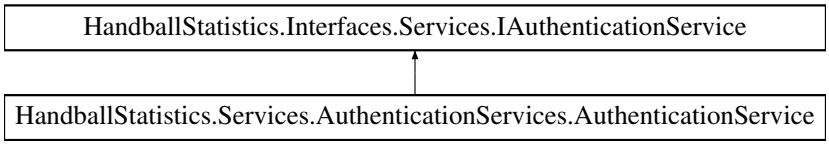
Definition at line **11** of file **IAccountDataService.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Services/IAccountDataService.cs

## 6.28 HandballStatistics.Interfaces.Services.IAuthenticationService Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Services.IAuthenticationService:




### Public Member Functions

- Task< RegistrationResult > **Register** (string username, string email, string password, string confirm↩ Password)
- Task< **Account** > **Login** (string username, string password)

### 6.28.1 Detailed Description

Definition at line **14** of file **IAuthenticationService.cs**.

### 6.28.2 Member Function Documentation

#### 6.28.2.1 Login()

```
Task< Account > HandballStatistics.Interfaces.Services.IAuthenticationService.Login (
            string username,
            string password )
```

Implemented in **HandballStatistics.Services.AuthenticationServices.AuthenticationService** (p. 32).

#### 6.28.2.2 Register()

```
Task< RegistrationResult > HandballStatistics.Interfaces.Services.IAuthenticationService.↩
Register (
            string username,
            string email,
            string password,
            string confirmPassword )
```

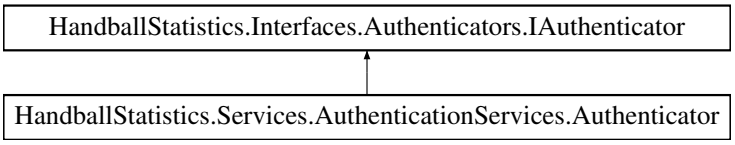
Implemented in **HandballStatistics.Services.AuthenticationServices.AuthenticationService** (p. 33).

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Services/IAuthenticationService.cs

## 6.29 HandballStatistics.Interfaces.Authenticators.IAuthenticator Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Authenticators.IAuthenticator:




### Public Member Functions

- Task< RegistrationResult > **Register** (string username, string email, string password, string confirm↩ Password)
- Task< bool > **Login** (string username, string password)
- void **Logout** ()

## Properties

- **Account CurrentAccount** [get]
- bool **IsLoggedIn** [get]

### 6.29.1 Detailed Description

Definition at line **11** of file **IAuthenticator.cs**.

### 6.29.2 Member Function Documentation

#### 6.29.2.1 Login()

```
Task< bool > HandballStatistics.Interfaces.Authenticators.IAuthenticator.Login (
            string username,
            string password )
```

Implemented in **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 34).

#### 6.29.2.2 Logout()

```
void HandballStatistics.Interfaces.Authenticators.IAuthenticator.Logout ( )
```

Implemented in **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 35).

#### 6.29.2.3 Register()

```
Task< RegistrationResult > HandballStatistics.Interfaces.Authenticators.IAuthenticator.↩
Register (
            string username,
            string email,
            string password,
            string confirmPassword )
```

Implemented in **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 35).

### 6.29.3 Property Documentation

#### 6.29.3.1 CurrentAccount

```
Account HandballStatistics.Interfaces.Authenticators.IAuthenticator.CurrentAccount [get]
```

Implemented in **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 36).

Definition at line **13** of file **IAuthenticator.cs**.

#### 6.29.3.2 IsLoggedIn

```
bool HandballStatistics.Interfaces.Authenticators.IAuthenticator.IsLoggedIn [get]
```

Implemented in **HandballStatistics.Services.AuthenticationServices.Authenticator** (p. 36).

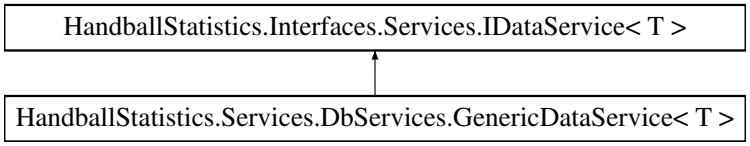
Definition at line **15** of file **IAuthenticator.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Authenticators/IAuthenticator.cs

## 6.30 HandballStatistics.Interfaces.Services.IDataService< T > Interface Template Reference

Inheritance diagram for HandballStatistics.Interfaces.Services.IDataService< T >:




### Public Member Functions

- Task< bool > **Init** ()
- Task< IEnumerable< T > > **GetAll** ()
- Task< T > **Get** (int id)
- Task< T > **Create** (T entity)
- Task< bool > **Delete** (int id)
- Task< T > **Update** (int id, T entity)

### 6.30.1 Detailed Description

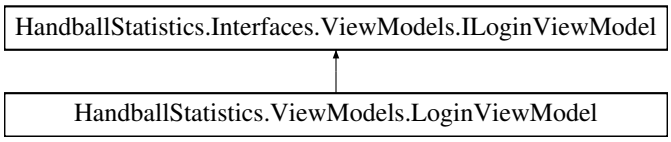
Definition at line **6** of file **IDataService.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Services/IDataService.cs

# 6.31 HandballStatistics.Interfaces.ViewModels.ILoginViewModel Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.ViewModels.ILoginViewModel:




## Properties

- string **Username** `[get, set]`
- string **Password** `[get, set]`

### 6.31.1 Detailed Description

Definition at line **3** of file **ILoginViewModel.cs**.

### 6.31.2 Property Documentation

#### 6.31.2.1 Password

```
string HandballStatistics.Interfaces.ViewModels.ILoginViewModel.Password  [get], [set]
```

Implemented in **HandballStatistics.ViewModels.LoginViewModel** (p. 83).

Definition at line **7** of file **ILoginViewModel.cs**.

#### 6.31.2.2 Username

```
string HandballStatistics.Interfaces.ViewModels.ILoginViewModel.Username  [get], [set]
```

Implemented in **HandballStatistics.ViewModels.LoginViewModel** (p. 83).

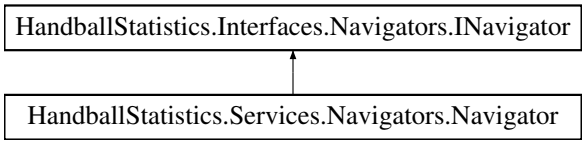
Definition at line **5** of file **ILoginViewModel.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/ViewModels/ILoginViewModel.cs

## 6.32 HandballStatistics.Interfaces.Navigators.INavigator Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Navigators.INavigator:




### Properties

- **IViewModelBase CurrentViewModel** `[get, set]`

### 6.32.1 Detailed Description

Definition at line **17** of file **INavigator.cs**.

### 6.32.2 Property Documentation

#### 6.32.2.1 CurrentViewModel

**IViewModelBase** HandballStatistics.Interfaces.Navigators.INavigator.CurrentViewModel `[get], [set]`

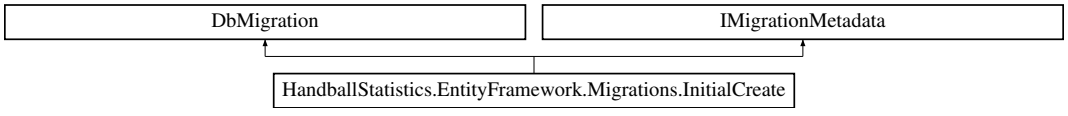
Definition at line **19** of file **INavigator.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Navigators/INavigator.cs

## 6.33 HandballStatistics.EntityFramework.Migrations.InitialCreate Class Reference

Inheritance diagram for HandballStatistics.EntityFramework.Migrations.InitialCreate:



### Public Member Functions

- override void **Up** ()
- override void **Down** ()

### 6.33.1 Detailed Description

Definition at line **6** of file **202205231051171_InitialCreate.cs**.

### 6.33.2 Member Function Documentation

#### 6.33.2.1 Down()

```
override void HandballStatistics.EntityFramework.Migrations.InitialCreate.Down ( )
```

Definition at line **24** of file **202205231051171_InitialCreate.cs**.

#### 6.33.2.2 Up()

```
override void HandballStatistics.EntityFramework.Migrations.InitialCreate.Up ( )
```

Definition at line **8** of file **202205231051171_InitialCreate.cs**.

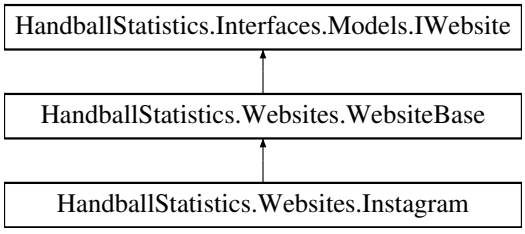
The documentation for this class was generated from the following files:

- HandballStatistics.EntityFramework/Migrations/202205231051171_InitialCreate.cs
- HandballStatistics.EntityFramework/Migrations/202205231051171_InitialCreate.Designer.cs

## 6.34 HandballStatistics.Websites.Instagram Class Reference

Base class for **Instagram** (p. 69). Derives from **WebsiteBase** (p. 124) class.

Inheritance diagram for HandballStatistics.Websites.Instagram:



## Public Member Functions

- **Instagram** ()

  */// Prevents a default instance of the **Instagram** (p. 69) class from being created.> Initializes a new instance of the **HandballStatistics.Websites.Instagram** (p. 69) class.*

## Properties

- override string **Name** `[get, set]`

  *Gets or sets Name.*
- override string **URL** `[get, set]`

  *Gets or sets URL.*

### 6.34.1 Detailed Description

Base class for **Instagram** (p. 69). Derives from **WebsiteBase** (p. 124) class.

Definition at line **7** of file **Instagram.cs**.

### 6.34.2 Constructor & Destructor Documentation

#### 6.34.2.1 Instagram()

```
HandballStatistics.Websites.Instagram.Instagram ( )
```

/// Prevents a default instance of the **Instagram** (p. 69) class from being created.> Initializes a new instance of the **HandballStatistics.Websites.Instagram** (p. 69) class.

Definition at line **14** of file **Instagram.cs**.

### 6.34.3 Property Documentation

#### 6.34.3.1 Name

```
override string HandballStatistics.Websites.Instagram.Name  [get], [set]
```

Gets or sets Name.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **25** of file **Instagram.cs**.

#### 6.34.3.2 URL

```
override string HandballStatistics.Websites.Instagram.URL  [get], [set]
```

Gets or sets URL.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

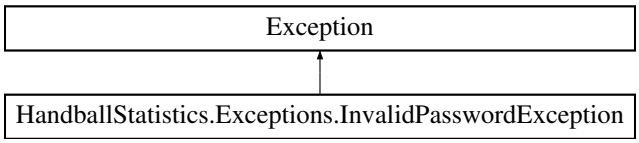
Definition at line **30** of file **Instagram.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Websites/Instagram.cs

## 6.35 HandballStatistics.Exceptions.InvalidPasswordException Class Reference

Inheritance diagram for HandballStatistics.Exceptions.InvalidPasswordException:




### Public Member Functions

- **InvalidPasswordException** (string username, string password)
- **InvalidPasswordException** (string message, string username, string password)
- **InvalidPasswordException** (string message, Exception innerException, string username, string password)

### Properties

- string **Username** `[get, set]`
- string **Password** `[get, set]`

### 6.35.1 Detailed Description

Definition at line **10** of file **InvalidPasswordException.cs**.

### 6.35.2 Constructor & Destructor Documentation

#### 6.35.2.1 InvalidPasswordException() [1/3]

```
HandballStatistics.Exceptions.InvalidPasswordException.InvalidPasswordException (
            string username,
            string password )
```

Definition at line **16** of file **InvalidPasswordException.cs**.

#### 6.35.2.2 InvalidPasswordException() [2/3]

```
HandballStatistics.Exceptions.InvalidPasswordException.InvalidPasswordException (
            string message,
            string username,
            string password )
```

Definition at line **22** of file **InvalidPasswordException.cs**.

#### 6.35.2.3 InvalidPasswordException() [3/3]

```
HandballStatistics.Exceptions.InvalidPasswordException.InvalidPasswordException (
            string message,
            Exception innerException,
            string username,
            string password )
```

Definition at line **28** of file **InvalidPasswordException.cs**.

### 6.35.3 Property Documentation

#### 6.35.3.1 Password

```
string HandballStatistics.Exceptions.InvalidPasswordException.Password  [get], [set]
```

Definition at line **14** of file **InvalidPasswordException.cs**.

#### 6.35.3.2 Username

```
string HandballStatistics.Exceptions.InvalidPasswordException.Username  [get], [set]
```

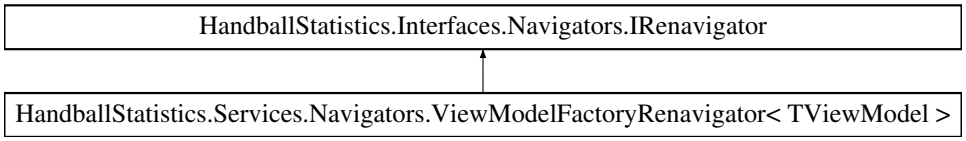
Definition at line **12** of file **InvalidPasswordException.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Exceptions/InvalidPasswordException.cs

## 6.36 HandballStatistics.Interfaces.Navigators.IRenavigator Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Navigators.IRenavigator:




### Public Member Functions

- void **Renavigate** ()

### 6.36.1 Detailed Description

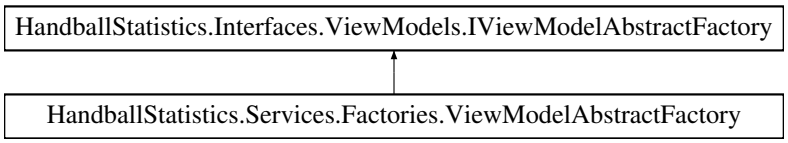
Definition at line **9** of file **IRenavigator.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Navigators/IRenavigator.cs

## 6.37 HandballStatistics.Interfaces.ViewModels.IViewModelAbstract↩ Factory Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.ViewModels.IViewModelAbstractFactory:




### Public Member Functions

- **IViewModelBase CreateViewModel** (ViewType viewType)

### 6.37.1 Detailed Description

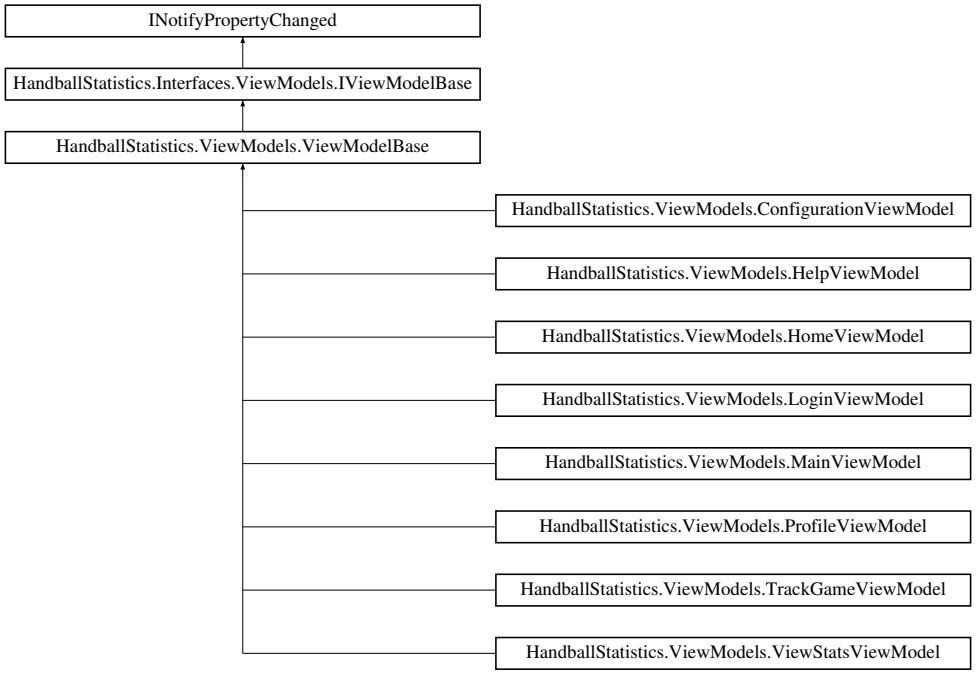
Definition at line **5** of file **IViewModelAbstractFactory.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/ViewModels/IViewModelAbstractFactory.cs

## 6.38 HandballStatistics.Interfaces.ViewModels.IViewModelBase Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.ViewModels.IViewModelBase:




### Public Member Functions

- void **OnPropertyChanged** (string propertyName)

### 6.38.1 Detailed Description

Definition at line **5** of file **IViewModelBase.cs**.

### 6.38.2 Member Function Documentation

#### 6.38.2.1 OnPropertyChanged()

```
void HandballStatistics.Interfaces.ViewModels.IViewModelBase.OnPropertyChanged (
            string propertyName )
```

Implemented in **HandballStatistics.ViewModels.ViewModelBase** (p. 118).

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/ViewModels/IViewModelBase.cs

# 6.39 HandballStatistics.Interfaces.ViewModels.IViewModelFactory< T > Interface Template Reference

## Public Member Functions

- T **CreateViewModel** ()

## 6.39.1 Detailed Description

**Type Constraints**

***T* : *IViewModelBase***

Definition at line **9** of file **IViewModelFactory.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/ViewModels/IViewModelFactory.cs

# 6.40 HandballStatistics.Interfaces.Navigators.IWebNavigator Interface Reference

## Properties

- ICommand **GoToWebsiteCommand** `[get]`

## 6.40.1 Detailed Description

Definition at line **17** of file **IWebNavigator.cs**.

## 6.40.2 Property Documentation

### 6.40.2.1 GoToWebsiteCommand

```
ICommand HandballStatistics.Interfaces.Navigators.IWebNavigator.GoToWebsiteCommand [get]
```

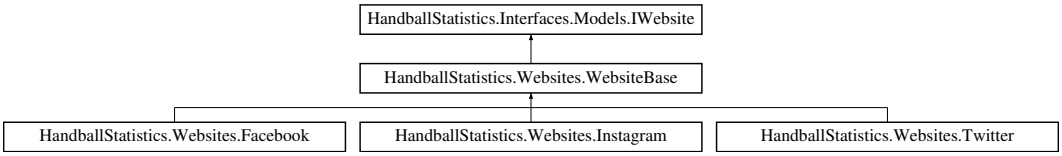
Definition at line **19** of file **IWebNavigator.cs**.

The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Navigators/IWebNavigator.cs

## 6.41 HandballStatistics.Interfaces.Models.IWebsite Interface Reference

Inheritance diagram for HandballStatistics.Interfaces.Models.IWebsite:




### Properties

- string **Name** `[get, set]`
- string **URL** `[get, set]`

### 6.41.1 Detailed Description

Definition at line **3** of file **IWebsite.cs**.

### 6.41.2 Property Documentation

#### 6.41.2.1 Name

```
string HandballStatistics.Interfaces.Models.IWebsite.Name [get], [set]
```

Implemented in **HandballStatistics.Websites.Facebook** (p. 45), **HandballStatistics.Websites.Instagram** (p. 70), **HandballStatistics.Websites.Twitter** (p. 113), and **HandballStatistics.Websites.WebsiteBase** (p. 124).

Definition at line **5** of file **IWebsite.cs**.

#### 6.41.2.2 URL

```
string HandballStatistics.Interfaces.Models.IWebsite.URL [get], [set]
```

Implemented in **HandballStatistics.Websites.Facebook** (p. 45), **HandballStatistics.Websites.Instagram** (p. 70), **HandballStatistics.Websites.Twitter** (p. 113), and **HandballStatistics.Websites.WebsiteBase** (p. 124).

Definition at line **7** of file **IWebsite.cs**.

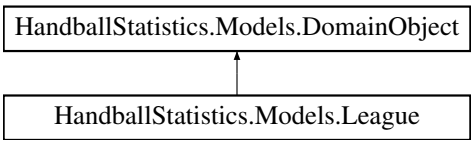
The documentation for this interface was generated from the following file:

- HandballStatistics.Interfaces/Models/IWebsite.cs

## 6.42 HandballStatistics.Models.League Class Reference

Base class for **League** (p. 77). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.League:




### Properties

- string **Name** `[get, set]`
  *Gets or sets Name.*
- string **Abbrevation** `[get, set]`
  *Gets or sets Abbreviation.*
- int **CountryId** `[get, set]`
  *Gets or sets CountryId.*
- ICollection< **Team** > **Teams** `[get, set]`
  *Gets or sets Teams.*

### 6.42.1 Detailed Description

Base class for **League** (p. 77). Derives from **DomainObject** (p. 42) class.

Definition at line **9** of file **League.cs**.

### 6.42.2 Property Documentation

#### 6.42.2.1 Abbrevation

```
string HandballStatistics.Models.League.Abbrevation [get], [set]
```

Gets or sets Abbreviation.

Definition at line **20** of file **League.cs**.

#### 6.42.2.2 CountryId

```
int HandballStatistics.Models.League.CountryId  [get], [set]
```

Gets or sets CountryId.

Definition at line **25** of file **League.cs**.

#### 6.42.2.3 Name

```
string HandballStatistics.Models.League.Name  [get], [set]
```

Gets or sets Name.

Definition at line **15** of file **League.cs**.

#### 6.42.2.4 Teams

```
ICollection< Team> HandballStatistics.Models.League.Teams  [get], [set]
```

Gets or sets Teams.

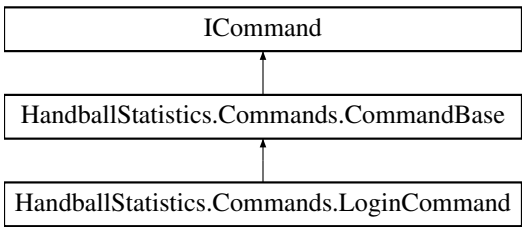
Definition at line **30** of file **League.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/League.cs

## 6.43 HandballStatistics.Commands.LoginCommand Class Reference

Inheritance diagram for HandballStatistics.Commands.LoginCommand:




### Public Member Functions

- **LoginCommand** ( **ILoginViewModel** loginViewModel, **IAuthenticator** authenticator, **IRenavigator** renavigator)
- async override void **Execute** (object parameter)

### Additional Inherited Members

### 6.43.1 Detailed Description

Definition at line **7** of file **LoginCommand.cs**.

### 6.43.2 Constructor & Destructor Documentation

#### 6.43.2.1 LoginCommand()

```
HandballStatistics.Commands.LoginCommand.LoginCommand (
              ILoginViewModel loginViewModel,
              IAuthenticator authenticator,
              IRenavigator renavigator )
```

Definition at line **15** of file **LoginCommand.cs**.

### 6.43.3 Member Function Documentation

#### 6.43.3.1 Execute()

```
async override void HandballStatistics.Commands.LoginCommand.Execute (
             object parameter )  [virtual]
```

Implements **HandballStatistics.Commands.CommandBase** (p. 36).

Definition at line **22** of file **LoginCommand.cs**.

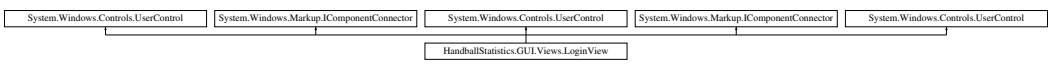
The documentation for this class was generated from the following file:

- HandballStatistics.Commands/LoginCommand.cs

## 6.44 HandballStatistics.GUI.Views.LoginView Class Reference

**LoginView** (p. 79)

Inheritance diagram for HandballStatistics.GUI.Views.LoginView:



## Public Member Functions

- void **InitializeComponent** ()

  *InitializeComponent*
- void **InitializeComponent** ()

  *InitializeComponent*

## Static Public Attributes

- static readonly DependencyProperty **LoginCommandProperty**

## Properties

- ICommand **LoginCommand** `[get, set]`

### 6.44.1 Detailed Description

**LoginView** (p. 79)

Interaction logic for LoginView.xaml

Definition at line **41** of file **LoginView.g.cs**.

### 6.44.2 Constructor & Destructor Documentation

#### 6.44.2.1 LoginView()

```
HandballStatistics.GUI.Views.LoginView.LoginView ( )
```

Definition at line **32** of file **LoginView.xaml.cs**.

### 6.44.3 Member Function Documentation

#### 6.44.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.LoginView.InitializeComponent ( )
```

InitializeComponent

Definition at line **74** of file **LoginView.g.cs**.

#### 6.44.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.LoginView.InitializeComponent ( )
```

InitializeComponent

Definition at line **74** of file **LoginView.g.i.cs**.

### 6.44.4 Member Data Documentation

#### 6.44.4.1 LoginCommandProperty

```
readonly DependencyProperty HandballStatistics.GUI.Views.LoginView.LoginCommandProperty  [static]
```

**Initial value:**

```
=
            DependencyProperty.Register("LoginCommand", typeof(ICommand), typeof(LoginView), new
      PropertyMetadata(null))
```

Definition at line **23** of file **LoginView.xaml.cs**.

### 6.44.5 Property Documentation

#### 6.44.5.1 LoginCommand

```
ICommand HandballStatistics.GUI.Views.LoginView.LoginCommand  [get], [set]
```

Definition at line **26** of file **LoginView.xaml.cs**.

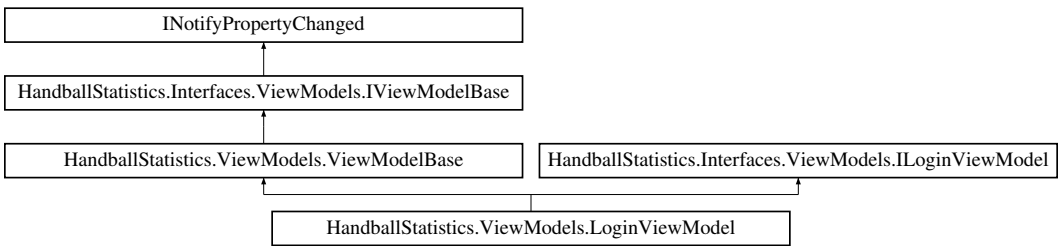
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/LoginView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/LoginView.g.i.cs
- HandballStatistics.GUI/Views/LoginView.xaml.cs

## 6.45 HandballStatistics.ViewModels.LoginViewModel Class Reference

Base class for **LoginViewModel** (p. 81). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.LoginViewModel:



## Public Member Functions

- **LoginViewModel** ( **IAuthenticator** authenticator, **IRenavigator** renavigator)

  *Prevents a default instance of the **LoginViewModel** (p. 81) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.LoginViewModel** (p. 81) class.*

## Properties

- string **Username** `[get, set]`

  *Gets or sets username.*
- string **Password** `[get, set]`

  *Gets or sets password.*
- ICommand **LoginCommand** `[get]`

  *Gets LoginCommand.*

## Additional Inherited Members

### 6.45.1 Detailed Description

Base class for **LoginViewModel** (p. 81). Derives from **ViewModelBase** (p. 117) class.

Definition at line **13** of file **LoginViewModel.cs**.

### 6.45.2 Constructor & Destructor Documentation

#### 6.45.2.1 LoginViewModel()

```
HandballStatistics.ViewModels.LoginViewModel.LoginViewModel (
              IAuthenticator authenticator,
              IRenavigator renavigator )
```

Prevents a default instance of the **LoginViewModel** (p. 81) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.LoginViewModel** (p. 81) class.

**Parameters**

| | |
|---|---|
| *authenticator* | Registered authentication service. |
| *renavigator* | Registered service. |

Definition at line **34** of file **LoginViewModel.cs**.

### 6.45.3 Property Documentation

#### 6.45.3.1 LoginCommand

```
ICommand HandballStatistics.ViewModels.LoginViewModel.LoginCommand  [get]
```

Gets LoginCommand.

Definition at line **72** of file **LoginViewModel.cs**.

#### 6.45.3.2 Password

```
string HandballStatistics.ViewModels.LoginViewModel.Password  [get], [set]
```

Gets or sets password.

Implements **HandballStatistics.Interfaces.ViewModels.ILoginViewModel** (p. 67).

Definition at line **57** of file **LoginViewModel.cs**.

#### 6.45.3.3 Username

```
string HandballStatistics.ViewModels.LoginViewModel.Username  [get], [set]
```

Gets or sets username.

Implements **HandballStatistics.Interfaces.ViewModels.ILoginViewModel** (p. 67).

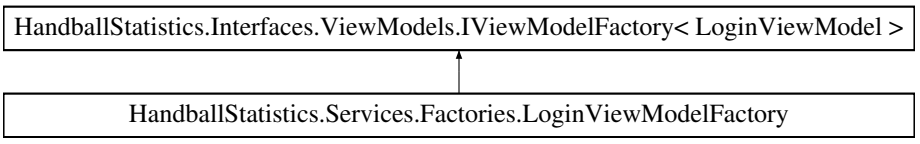
Definition at line **44** of file **LoginViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/LoginViewModel.cs

## 6.46 HandballStatistics.Services.Factories.LoginViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.LoginViewModelFactory:



### Public Member Functions

- **LoginViewModelFactory** ( **IAuthenticator** authenticator, **IRenavigator** renavigator)
- **LoginViewModel CreateViewModel** ()

### 6.46.1 Detailed Description

Definition at line **8** of file **LoginViewModelFactory.cs**.

### 6.46.2 Constructor & Destructor Documentation

#### 6.46.2.1 LoginViewModelFactory()

```
HandballStatistics.Services.Factories.LoginViewModelFactory.LoginViewModelFactory (
            IAuthenticator authenticator,
            IRenavigator renavigator )
```

Definition at line **14** of file **LoginViewModelFactory.cs**.

### 6.46.3 Member Function Documentation

#### 6.46.3.1 CreateViewModel()

```
 LoginViewModel HandballStatistics.Services.Factories.LoginViewModelFactory.CreateViewModel (
)
```

Definition at line **20** of file **LoginViewModelFactory.cs**.

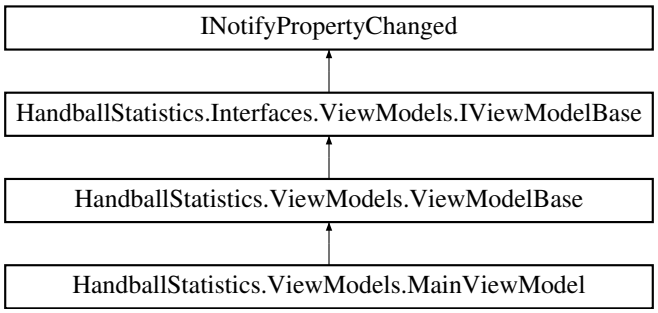
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/LoginViewModelFactory.cs

## 6.47 HandballStatistics.ViewModels.MainViewModel Class Reference

Base class for **MainViewModel** (p. 84). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.MainViewModel:



## Public Member Functions

- **MainViewModel** ( **INavigator** navigator, **IViewModelAbstractFactory** viewModelAbstractFactory, **IAuthenticator** authenticator)

  *Prevents a default instance of the **MainViewModel** (p. 84) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.MainViewModel** (p. 84) class.*

## Properties

- **INavigator Navigator** `[get, set]`

  *Gets or sets Navigator.*
- **IAuthenticator Authenticator** `[get, set]`

  *Gets or sets Authenticator.*
- ICommand **UpdateCurrentViewModelCommand** `[get]`

  *Gets UpdateCurrentViewModelCommand.*
- ICommand **GoToWebsiteCommand** `[get, set]`

  *Gets or sets GoToWebsiteCommand.*

## Additional Inherited Members

### 6.47.1 Detailed Description

Base class for **MainViewModel** (p. 84). Derives from **ViewModelBase** (p. 117) class.

Definition at line **13** of file **MainViewModel.cs**.

### 6.47.2 Constructor & Destructor Documentation

#### 6.47.2.1 MainViewModel()

```
HandballStatistics.ViewModels.MainViewModel.MainViewModel (
              INavigator navigator,
              IViewModelAbstractFactory viewModelAbstractFactory,
              IAuthenticator authenticator )
```

Prevents a default instance of the **MainViewModel** (p. 84) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.MainViewModel** (p. 84) class.

**Parameters**

| | |
|---|---|
| *navigator* | Registered navigation service. |
| *viewModelAbstractFactory* | Registered factory service. |
| *authenticator* | Registered authentication service. |

Definition at line **30** of file **MainViewModel.cs**.

### 6.47.3 Property Documentation

#### 6.47.3.1 Authenticator

```
IAuthenticator HandballStatistics.ViewModels.MainViewModel.Authenticator  [get], [set]
```

Gets or sets Authenticator.

Definition at line **52** of file **MainViewModel.cs**.

#### 6.47.3.2 GoToWebsiteCommand

```
ICommand HandballStatistics.ViewModels.MainViewModel.GoToWebsiteCommand  [get], [set]
```

Gets or sets GoToWebsiteCommand.

Definition at line **64** of file **MainViewModel.cs**.

#### 6.47.3.3 Navigator

```
INavigator HandballStatistics.ViewModels.MainViewModel.Navigator  [get], [set]
```

Gets or sets Navigator.

Definition at line **47** of file **MainViewModel.cs**.

#### 6.47.3.4 UpdateCurrentViewModelCommand

```
ICommand HandballStatistics.ViewModels.MainViewModel.UpdateCurrentViewModelCommand  [get]
```

Gets UpdateCurrentViewModelCommand.

Definition at line **59** of file **MainViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/MainViewModel.cs

# 6.48 HandballStatistics.GUI.MainWindow Class Reference

Interaction logic for MainWindow.xaml

Inheritance diagram for HandballStatistics.GUI.MainWindow:

## Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.48.1 Detailed Description

Interaction logic for MainWindow.xaml

**MainWindow** (p. 87)

Definition at line **8** of file **MainWindow.xaml.cs**.

### 6.48.2 Constructor & Destructor Documentation

#### 6.48.2.1 MainWindow()

```
HandballStatistics.GUI.MainWindow.MainWindow ( )
```

Definition at line **10** of file **MainWindow.xaml.cs**.

### 6.48.3 Member Function Documentation

#### 6.48.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.MainWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **MainWindow.g.cs**.

#### 6.48.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.MainWindow.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **MainWindow.g.i.cs**.

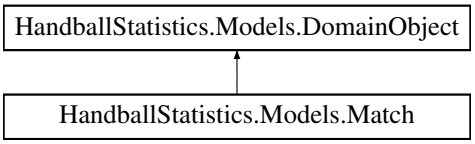
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/MainWindow.xaml.cs
- HandballStatistics.GUI/obj/Debug/MainWindow.g.cs
- HandballStatistics.GUI/obj/Debug/MainWindow.g.i.cs

## 6.49 HandballStatistics.Models.Match Class Reference

Base class for **Match** (p. 88). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Match:




### Properties

- string **Name** [get, set]
  *Gets or sets Name.*
- DateTime **Date** [get, set]
  *Gets or sets Date.*
- string **FileName** [get, set]
  *Gets or sets FileName.*
- ICollection< **Shot** > **Shots** [get, set]
  *Gets or sets Shots.*

### 6.49.1 Detailed Description

Base class for **Match** (p. 88). Derives from **DomainObject** (p. 42) class.

Definition at line **10** of file **Match.cs**.

### 6.49.2 Property Documentation

#### 6.49.2.1 Date

```
DateTime HandballStatistics.Models.Match.Date  [get], [set]
```

Gets or sets Date.

Definition at line **21** of file **Match.cs**.

#### 6.49.2.2 FileName

```
string HandballStatistics.Models.Match.FileName  [get], [set]
```

Gets or sets FileName.

Definition at line **26** of file **Match.cs**.

#### 6.49.2.3 Name

```
string HandballStatistics.Models.Match.Name  [get], [set]
```

Gets or sets Name.

Definition at line **16** of file **Match.cs**.

#### 6.49.2.4 Shots

```
ICollection< Shot> HandballStatistics.Models.Match.Shots  [get], [set]
```

Gets or sets Shots.

Definition at line **31** of file **Match.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/Match.cs

## 6.50 HandballStatistics.GUI.Controls.NavigationBar Class Reference

Interaction logic for NavigationBar.xaml

Inheritance diagram for HandballStatistics.GUI.Controls.NavigationBar:

## Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.50.1 Detailed Description

Interaction logic for NavigationBar.xaml

**NavigationBar** (p. 89)

Definition at line **21** of file **NavigationBar.xaml.cs**.

### 6.50.2 Constructor & Destructor Documentation

#### 6.50.2.1 NavigationBar()

```
HandballStatistics.GUI.Controls.NavigationBar.NavigationBar ( )
```

Definition at line **23** of file **NavigationBar.xaml.cs**.

### 6.50.3 Member Function Documentation

#### 6.50.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Controls.NavigationBar.InitializeComponent ( )
```

InitializeComponent

Definition at line **124** of file **NavigationBar.g.cs**.

#### 6.50.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Controls.NavigationBar.InitializeComponent ( )
```

InitializeComponent

Definition at line **124** of file **NavigationBar.g.i.cs**.

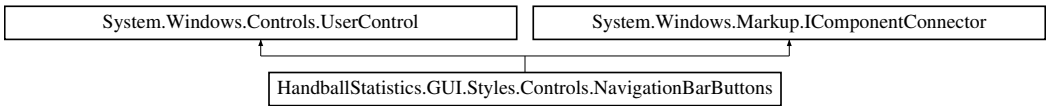
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/Controls/NavigationBar.xaml.cs
- HandballStatistics.GUI/obj/Debug/Controls/NavigationBar.g.cs
- HandballStatistics.GUI/obj/Debug/Controls/NavigationBar.g.i.cs

# 6.51 HandballStatistics.GUI.Styles.Controls.NavigationBarButtons Class Reference

**NavigationBarButtons** (p. 91)

Inheritance diagram for HandballStatistics.GUI.Styles.Controls.NavigationBarButtons:




## Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*

### 6.51.1 Detailed Description

**NavigationBarButtons** (p. 91)

Definition at line **41** of file **NavigationBarButtons.g.i.cs**.

### 6.51.2 Member Function Documentation

#### 6.51.2.1 InitializeComponent()

```
void HandballStatistics.GUI.Styles.Controls.NavigationBarButtons.InitializeComponent ( )
```

InitializeComponent

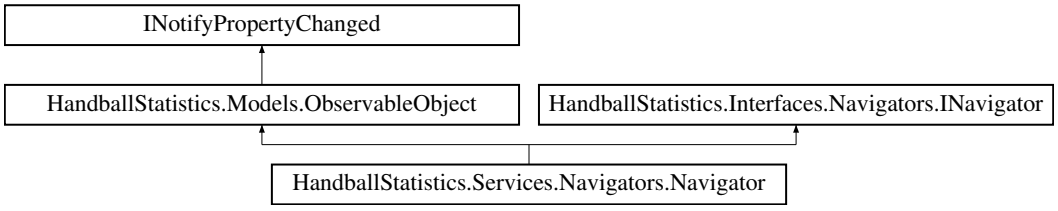
Definition at line **50** of file **NavigationBarButtons.g.i.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.GUI/obj/Debug/Styles/Controls/NavigationBarButtons.g.i.cs

# 6.52 HandballStatistics.Services.Navigators.Navigator Class Reference

Inheritance diagram for HandballStatistics.Services.Navigators.Navigator:



### Properties

- **IViewModelBase CurrentViewModel** `[get, set]`

### Additional Inherited Members

### 6.52.1 Detailed Description

Definition at line **9** of file **Navigator.cs**.

### 6.52.2 Property Documentation

#### 6.52.2.1 CurrentViewModel

```
IViewModelBase HandballStatistics.Services.Navigators.Navigator.CurrentViewModel [get], [set]
```

Implements **HandballStatistics.Interfaces.Navigators.INavigator** (p. 68).

Definition at line **13** of file **Navigator.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/Navigators/Navigator.cs

## 6.53 HandballStatistics.Services.DbServices.NonQueryDataService< T > Class Template Reference

### Public Member Functions

- **NonQueryDataService** ( **HandballStatisticsDbContext** context)
- async Task< T > **Create** (T entity)
- async Task< T > **Update** (int id, T entity)
- async Task< bool > **Delete** (int id)

### 6.53.1 Detailed Description

**Type Constraints**

***T*** **:** ***DomainObject***

Definition at line **12** of file **NonQueryDataService.cs**.

## 6.53.2 Constructor & Destructor Documentation

### 6.53.2.1 NonQueryDataService()

```
HandballStatistics.Services.DbServices.NonQueryDataService< T >.  NonQueryDataService (
            HandballStatisticsDbContext context )
```

Definition at line **16** of file **NonQueryDataService.cs**.

## 6.53.3 Member Function Documentation

### 6.53.3.1 Create()

```
async Task< T >  HandballStatistics.Services.DbServices.NonQueryDataService< T >.Create (
            T entity )
```

Definition at line **21** of file **NonQueryDataService.cs**.

### 6.53.3.2 Delete()

```
async Task< bool >  HandballStatistics.Services.DbServices.NonQueryDataService< T >.Delete (
            int id )
```

Definition at line **46** of file **NonQueryDataService.cs**.

### 6.53.3.3 Update()

```
async Task< T >  HandballStatistics.Services.DbServices.NonQueryDataService< T >.Update (
            int id,
            T entity )
```

Definition at line **32** of file **NonQueryDataService.cs**.

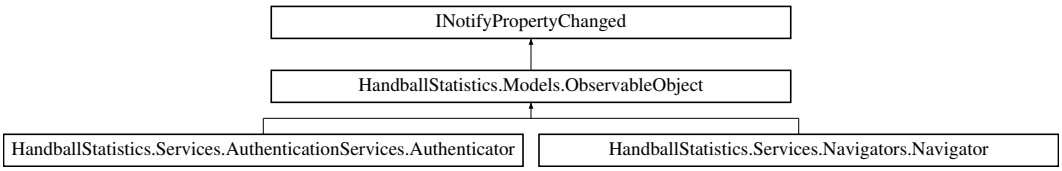
The documentation for this class was generated from the following file:

- HandballStatistics.Services/DbServices/NonQueryDataService.cs

## 6.54 HandballStatistics.Models.ObservableObject Class Reference

Base class for **ObservableObject** (p. 94). Derives from INotifyPropertyChanged class.

Inheritance diagram for HandballStatistics.Models.ObservableObject:




### Protected Member Functions

- void **OnPropertyChanged** (string propertyName)
  *Raises **PropertyChanged** (p. 95) event.*

### Events

- PropertyChangedEventHandler **PropertyChanged**
  *Occurs when **OnPropertyChanged(string)** (p. 94) is raised.*

### 6.54.1 Detailed Description

Base class for **ObservableObject** (p. 94). Derives from INotifyPropertyChanged class.

Definition at line **9** of file **ObserveableObject.cs**.

### 6.54.2 Member Function Documentation

#### 6.54.2.1 OnPropertyChanged()

```
void HandballStatistics.Models.ObservableObject.OnPropertyChanged (
            string propertyName )  [protected]
```

Raises **PropertyChanged** (p. 95) event.

**Parameters**

| | |
|---|---|
| *propertyName* | String value of property name. |

Definition at line **23** of file **ObserveableObject.cs**.

### 6.54.3 Event Documentation

#### 6.54.3.1 PropertyChanged

```
PropertyChangedEventHandler HandballStatistics.Models.ObservableObject.PropertyChanged
```

Occurs when **OnPropertyChanged(string)** (p. 94) is raised.

Definition at line **15** of file **ObserveableObject.cs**.

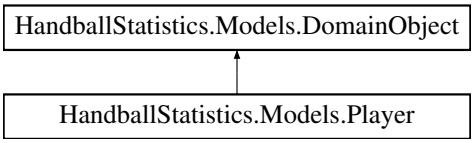
The documentation for this class was generated from the following file:

- HandballStatistics.Models/ObserveableObject.cs

## 6.55 HandballStatistics.Models.Player Class Reference

Base class for **Player** (p. 95). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Player:




### Public Member Functions

- string **FullName** ()
  *Creates **Player** (p. 95) full name.*

### Properties

- string **FirstName** `[get, set]`
  *Gets or sets FirstName.*
- string **LastName** `[get, set]`
  *Gets or sets LastName.*
- int **JerseyNumber** `[get, set]`
  *Gets or sets JerseyNumber.*
- int **Goals** `[get, set]`
  *Gets or sets Goals.*
- int **TeamId** `[get, set]`
  *Gets or sets TeamId.*

### 6.55.1 Detailed Description

Base class for **Player** (p. 95). Derives from **DomainObject** (p. 42) class.

Definition at line **7** of file **Player.cs**.

### 6.55.2 Member Function Documentation

#### 6.55.2.1 FullName()

```
string HandballStatistics.Models.Player.FullName ( )
```

Creates **Player** (p. 95) full name.

**Returns**

Full **Player** (p. 95) name.

Definition at line **41** of file **Player.cs**.

### 6.55.3 Property Documentation

#### 6.55.3.1 FirstName

```
string HandballStatistics.Models.Player.FirstName  [get], [set]
```

Gets or sets FirstName.

Definition at line **13** of file **Player.cs**.

#### 6.55.3.2 Goals

```
int HandballStatistics.Models.Player.Goals  [get], [set]
```

Gets or sets Goals.

Definition at line **28** of file **Player.cs**.

#### 6.55.3.3 JerseyNumber

```
int HandballStatistics.Models.Player.JerseyNumber  [get], [set]
```

Gets or sets JerseyNumber.

Definition at line **23** of file **Player.cs**.

#### 6.55.3.4 LastName

```
string HandballStatistics.Models.Player.LastName  [get], [set]
```

Gets or sets LastName.

Definition at line **18** of file **Player.cs**.

#### 6.55.3.5 TeamId

```
int HandballStatistics.Models.Player.TeamId  [get], [set]
```

Gets or sets TeamId.

Definition at line **33** of file **Player.cs**.

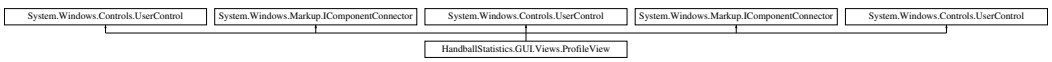
The documentation for this class was generated from the following file:

- HandballStatistics.Models/Player.cs

## 6.56 HandballStatistics.GUI.Views.ProfileView Class Reference

**ProfileView** (p. 97)

Inheritance diagram for HandballStatistics.GUI.Views.ProfileView:




### Public Member Functions

- void **InitializeComponent** ()

  *InitializeComponent*
- void **InitializeComponent** ()

  *InitializeComponent*

### 6.56.1 Detailed Description

**ProfileView** (p. 97)

Interaction logic for ProfileView.xaml

Definition at line **41** of file **ProfileView.g.cs**.

### 6.56.2 Constructor & Destructor Documentation

#### 6.56.2.1 ProfileView()

```
HandballStatistics.GUI.Views.ProfileView.ProfileView ( )
```

Definition at line **23** of file **ProfileView.xaml.cs**.

### 6.56.3 Member Function Documentation

#### 6.56.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.ProfileView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ProfileView.g.cs**.

#### 6.56.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.ProfileView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ProfileView.g.i.cs**.

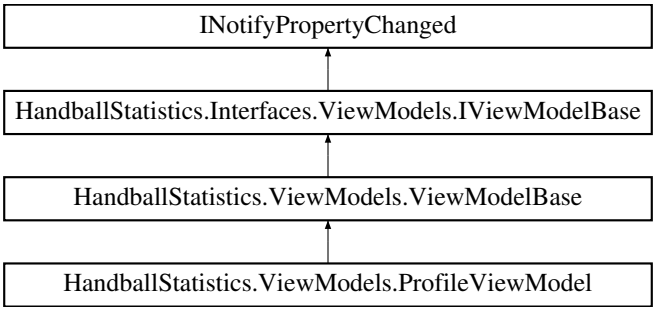
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/ProfileView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/ProfileView.g.i.cs
- HandballStatistics.GUI/Views/ProfileView.xaml.cs

# 6.57 HandballStatistics.ViewModels.ProfileViewModel Class Reference

Base class for **ProfileViewModel** (p. 99). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.ProfileViewModel:




## Public Member Functions

- **ProfileViewModel** ()

  *Prevents a default instance of the **ProfileViewModel** (p. 99) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ProfileViewModel** (p. 99) class.*

## Properties

- string **Username** `[get, set]`

  *Gets or sets username.*
- string **WelcomeMessage** `[get, set]`

  *Gets or sets welcomeMessage.*

## Additional Inherited Members

### 6.57.1 Detailed Description

Base class for **ProfileViewModel** (p. 99). Derives from **ViewModelBase** (p. 117) class.

Definition at line **7** of file **ProfileViewModel.cs**.

### 6.57.2 Constructor & Destructor Documentation

#### 6.57.2.1 ProfileViewModel()

```
HandballStatistics.ViewModels.ProfileViewModel.ProfileViewModel ( )
```

Prevents a default instance of the **ProfileViewModel** (p. 99) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ProfileViewModel** (p. 99) class.

Definition at line **26** of file **ProfileViewModel.cs**.

### 6.57.3 Property Documentation

#### 6.57.3.1 Username

```
string HandballStatistics.ViewModels.ProfileViewModel.Username  [get], [set]
```

Gets or sets username.

Definition at line **37** of file **ProfileViewModel.cs**.

#### 6.57.3.2 WelcomeMessage

```
string HandballStatistics.ViewModels.ProfileViewModel.WelcomeMessage  [get], [set]
```

Gets or sets welcomeMessage.

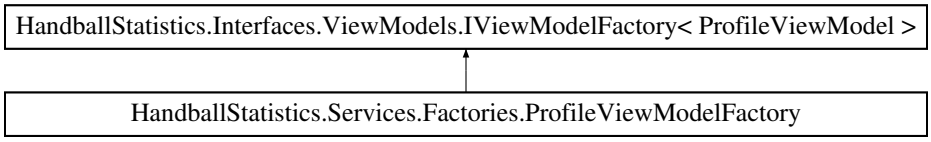
Definition at line **50** of file **ProfileViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/ProfileViewModel.cs

## 6.58 HandballStatistics.Services.Factories.ProfileViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.ProfileViewModelFactory:




### Public Member Functions

- **ProfileViewModel CreateViewModel** ()

### 6.58.1 Detailed Description

Definition at line **11** of file **ProfileViewModelFactory.cs**.

### 6.58.2 Member Function Documentation

#### 6.58.2.1 CreateViewModel()

```
ProfileViewModel HandballStatistics.Services.Factories.ProfileViewModelFactory.CreateView↩
Model ( )
```

Definition at line **13** of file **ProfileViewModelFactory.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/ProfileViewModelFactory.cs

## 6.59 HandballStatistics.Testing.Program Class Reference

Base class for **Program** (p. 101).

### Static Public Member Functions

- static void **Main** (string[ ] args)
  *Main Method*

### 6.59.1 Detailed Description

Base class for **Program** (p. 101).

Definition at line **16** of file **Program.cs**.

### 6.59.2 Member Function Documentation

#### 6.59.2.1 Main()

```
static void HandballStatistics.Testing.Program.Main (
            string[] args )  [static]
```

Main Method

**Parameters**

| | |
|---|---|
| *args* | Main method args. |

Definition at line **22** of file **Program.cs**.

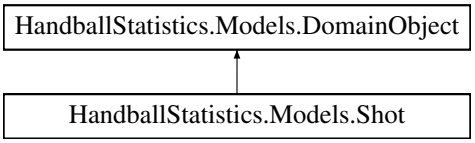
The documentation for this class was generated from the following file:

- HandballSatistics.Testing/Program.cs

## 6.60 HandballStatistics.Models.Shot Class Reference

Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Shot:




### Properties

- int **MatchId** `[get, set]`
  *Gets or sets MatchId.*
- bool **Goal** `[get, set]`
  *Gets or sets a value indicating whether a Goal was scored or not.*
- int **SquareNumber** `[get, set]`
  *Gets or sets SquareNumber.*
- DateTime **Time** `[get, set]`
  *Gets or sets Time.*
- int **PlayerId** `[get, set]`
  *Gets or sets PlayerId.*
- int **TeamId** `[get, set]`
  *Gets or sets TeamId.*

### 6.60.1 Detailed Description

Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.

Definition at line **9** of file **Shot.cs**.

### 6.60.2 Property Documentation

#### 6.60.2.1 Goal

```
bool HandballStatistics.Models.Shot.Goal  [get], [set]
```

Gets or sets a value indicating whether a Goal was scored or not.

Definition at line **20** of file **Shot.cs**.

#### 6.60.2.2 MatchId

```
int HandballStatistics.Models.Shot.MatchId  [get], [set]
```

Gets or sets MatchId.

Definition at line **15** of file **Shot.cs**.

#### 6.60.2.3 PlayerId

```
int HandballStatistics.Models.Shot.PlayerId  [get], [set]
```

Gets or sets PlayerId.

Definition at line **35** of file **Shot.cs**.

#### 6.60.2.4 SquareNumber

```
int HandballStatistics.Models.Shot.SquareNumber  [get], [set]
```

Gets or sets SquareNumber.

Definition at line **25** of file **Shot.cs**.

#### 6.60.2.5 TeamId

```
int HandballStatistics.Models.Shot.TeamId  [get], [set]
```

Gets or sets TeamId.

Definition at line **40** of file **Shot.cs**.

#### 6.60.2.6 Time

```
DateTime HandballStatistics.Models.Shot.Time  [get], [set]
```

Gets or sets Time.

Definition at line **30** of file **Shot.cs**.

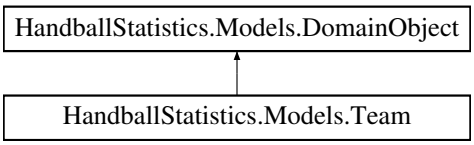
The documentation for this class was generated from the following file:

- HandballStatistics.Models/Shot.cs

## 6.61 HandballStatistics.Models.Team Class Reference

Base class for **Team** (p. 104). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.Team:




### Properties

- string **Name** `[get, set]`
  *Gets or sets Name.*
- int **LeagueId** `[get, set]`
  *Gets or sets LeagueId.*
- ICollection< **Player** > **Players** `[get, set]`
  *Gets or sets players.*

### 6.61.1 Detailed Description

Base class for **Team** (p. 104). Derives from **DomainObject** (p. 42) class.

Definition at line **9** of file **Team.cs**.

### 6.61.2 Property Documentation

#### 6.61.2.1 LeagueId

```
int HandballStatistics.Models.Team.LeagueId  [get], [set]
```

Gets or sets LeagueId.

Definition at line **20** of file **Team.cs**.

#### 6.61.2.2 Name

```
string HandballStatistics.Models.Team.Name  [get], [set]
```

Gets or sets Name.

Definition at line **15** of file **Team.cs**.

#### 6.61.2.3 Players

```
ICollection< Player> HandballStatistics.Models.Team.Players  [get], [set]
```

Gets or sets players.

Definition at line **25** of file **Team.cs**.

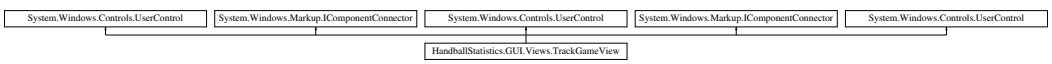
The documentation for this class was generated from the following file:

- HandballStatistics.Models/Team.cs

## 6.62 HandballStatistics.GUI.Views.TrackGameView Class Reference

**TrackGameView** (p. 105)

Inheritance diagram for HandballStatistics.GUI.Views.TrackGameView:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.62.1 Detailed Description

**TrackGameView** (p. 105)

Interaction logic for TrackGameView.xaml

Definition at line **41** of file **TrackGameView.g.cs**.

### 6.62.2 Constructor & Destructor Documentation

#### 6.62.2.1 TrackGameView()

```
HandballStatistics.GUI.Views.TrackGameView.TrackGameView ( )
```

Definition at line **23** of file **TrackGameView.xaml.cs**.

### 6.62.3 Member Function Documentation

#### 6.62.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.TrackGameView.InitializeComponent ( )
```

InitializeComponent

Definition at line **58** of file **TrackGameView.g.cs**.

#### 6.62.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.TrackGameView.InitializeComponent ( )
```

InitializeComponent

Definition at line **58** of file **TrackGameView.g.i.cs**.

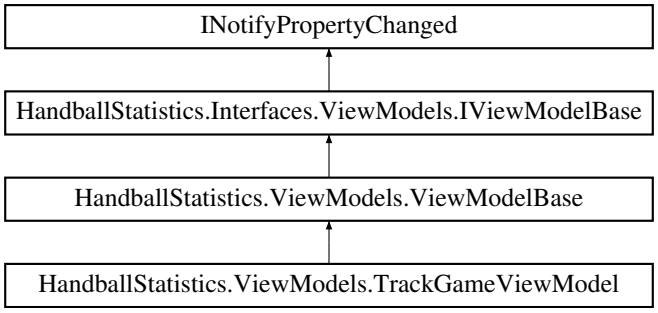
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/TrackGameView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/TrackGameView.g.i.cs
- HandballStatistics.GUI/Views/TrackGameView.xaml.cs

# 6.63 HandballStatistics.ViewModels.TrackGameViewModel Class Reference

Base class for **TrackGameViewModel** (p. 107). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.TrackGameViewModel:




## Public Member Functions

- **TrackGameViewModel** ( **IDataService**< **Country** > countryDataService, **IDataService**< **League** > leagueDataService, **IDataService**< **Hall** > hallDataService, **IDataService**< **Team** > teamDataService)

  *Prevents a default instance of the **TrackGameViewModel** (p. 107) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.TrackGameViewModel** (p. 107) class.*
- void **LoadEntities** ()

  *Loads all needed entities.*
- async void **GetCountries** ()

  *Fills ObservableCollection Countries.*
- async void **GetLeagues** ()

  *Fills ObservableCollection Leagues.*
- async void **GetHalls** ()

  *Fills ObservableCollection Halls.*
- async void **GetTeams** ()

  *Fills ObservableCollection Teams.*

## Properties

- ObservableCollection< **Country** > **Countries** `[get, set]`

  *Gets or sets Countries.*
- ObservableCollection< **League** > **Leagues** `[get, set]`

  *Gets or sets Leagues.*
- ObservableCollection< **Hall** > **Halls** `[get, set]`

  *Gets or sets Halls.*
- ObservableCollection< **Team** > **Teams** `[get, set]`

  *Gets or sets Teams.*
- ICommand **NewGameCommand** `[get]`

  *Gets NewGameCommand.*

## Additional Inherited Members

### 6.63.1 Detailed Description

Base class for **TrackGameViewModel** (p. 107). Derives from **ViewModelBase** (p. 117) class.

Definition at line **12** of file **TrackGameViewModel.cs**.

### 6.63.2 Constructor & Destructor Documentation

#### 6.63.2.1 TrackGameViewModel()

```
HandballStatistics.ViewModels.TrackGameViewModel.TrackGameViewModel (
            IDataService< Country > countryDataService,
            IDataService< League > leagueDataService,
            IDataService< Hall > hallDataService,
            IDataService< Team > teamDataService )
```

Prevents a default instance of the **TrackGameViewModel** (p. 107) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.TrackGameViewModel** (p. 107) class.

**Parameters**

| | |
|---|---|
| *countryDataService* | Registered IDataService countryDataService. |
| *leagueDataService* | Registered IDataService leagueDataService. |
| *hallDataService* | Registered IDataService hallDataService. |
| *teamDataService* | Registered IDataService teamDataService. |

Definition at line **45** of file **TrackGameViewModel.cs**.

### 6.63.3 Member Function Documentation

#### 6.63.3.1 GetCountries()

```
async void HandballStatistics.ViewModels.TrackGameViewModel.GetCountries ( )
```

Fills ObservableCollection Countries.

Definition at line **104** of file **TrackGameViewModel.cs**.

#### 6.63.3.2 GetHalls()

```
async void HandballStatistics.ViewModels.TrackGameViewModel.GetHalls ( )
```

Fills ObservableCollection Halls.

Definition at line **122** of file **TrackGameViewModel.cs**.

#### 6.63.3.3 GetLeagues()

```
async void HandballStatistics.ViewModels.TrackGameViewModel.GetLeagues ( )
```

Fills ObservableCollection Leagues.

Definition at line **113** of file **TrackGameViewModel.cs**.

#### 6.63.3.4 GetTeams()

```
async void HandballStatistics.ViewModels.TrackGameViewModel.GetTeams ( )
```

Fills ObservableCollection Teams.

Definition at line **131** of file **TrackGameViewModel.cs**.

#### 6.63.3.5 LoadEntities()

```
void HandballStatistics.ViewModels.TrackGameViewModel.LoadEntities ( )
```

Loads all needed entities.

Definition at line **93** of file **TrackGameViewModel.cs**.

### 6.63.4 Property Documentation

#### 6.63.4.1 Countries

```
ObservableCollection< Country> HandballStatistics.ViewModels.TrackGameViewModel.Countries
[get], [set]
```

Gets or sets Countries.

Definition at line **64** of file **TrackGameViewModel.cs**.

#### 6.63.4.2 Halls

```
ObservableCollection< Hall> HandballStatistics.ViewModels.TrackGameViewModel.Halls [get],
[set]
```

Gets or sets Halls.

Definition at line **74** of file **TrackGameViewModel.cs**.

#### 6.63.4.3 Leagues

```
ObservableCollection< League> HandballStatistics.ViewModels.TrackGameViewModel.Leagues [get],
[set]
```

Gets or sets Leagues.

Definition at line **69** of file **TrackGameViewModel.cs**.

#### 6.63.4.4 NewGameCommand

```
ICommand HandballStatistics.ViewModels.TrackGameViewModel.NewGameCommand [get]
```

Gets NewGameCommand.

Definition at line **86** of file **TrackGameViewModel.cs**.

#### 6.63.4.5 Teams

```
ObservableCollection< Team> HandballStatistics.ViewModels.TrackGameViewModel.Teams [get],
[set]
```

Gets or sets Teams.

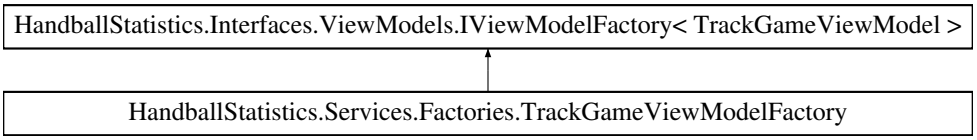
Definition at line **79** of file **TrackGameViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/TrackGameViewModel.cs

# 6.64 HandballStatistics.Services.Factories.TrackGameViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.TrackGameViewModelFactory:




## Public Member Functions

- **TrackGameViewModelFactory** ( **IDataService**< **Country** > countryDataService, **IDataService**< **League** > leagueDataService, **IDataService**< **Hall** > hallDataService, **IDataService**< **Team** > teamDataService)
- **TrackGameViewModel** **CreateViewModel** ()

### 6.64.1 Detailed Description

Definition at line **8** of file **TrackGameViewModelFactory.cs**.

### 6.64.2 Constructor & Destructor Documentation

#### 6.64.2.1 TrackGameViewModelFactory()

```
HandballStatistics.Services.Factories.TrackGameViewModelFactory.TrackGameViewModelFactory (
              IDataService<  Country > countryDataService,
              IDataService<  League > leagueDataService,
              IDataService<  Hall > hallDataService,
              IDataService<  Team > teamDataService )
```

Definition at line **18** of file **TrackGameViewModelFactory.cs**.

### 6.64.3 Member Function Documentation

#### 6.64.3.1 CreateViewModel()

```
 TrackGameViewModel HandballStatistics.Services.Factories.TrackGameViewModelFactory.Create↩
ViewModel ( )
```

Definition at line **30** of file **TrackGameViewModelFactory.cs**.

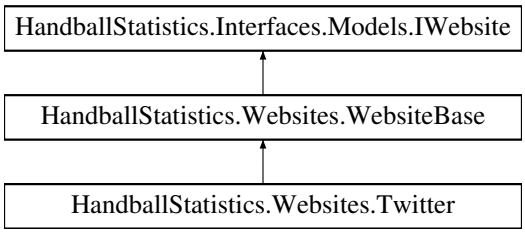
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/TrackGameViewModelFactory.cs

## 6.65 HandballStatistics.Websites.Twitter Class Reference

Base class for **Twitter** (p. 112). Derives from **WebsiteBase** (p. 124) class.

Inheritance diagram for HandballStatistics.Websites.Twitter:




### Public Member Functions

- **Twitter** ()

  *Prevents a default instance of the **Twitter** (p. 112) class from being created. Initializes a new instance of the **HandballStatistics.Websites.Twitter** (p. 112) class.*

### Properties

- override string **Name** `[get, set]`

  *Gets or sets Name.*
- override string **URL** `[get, set]`

  *Gets or sets URL.*

### 6.65.1 Detailed Description

Base class for **Twitter** (p. 112). Derives from **WebsiteBase** (p. 124) class.

Definition at line **7** of file **Twitter.cs**.

### 6.65.2 Constructor & Destructor Documentation

#### 6.65.2.1 Twitter()

```
HandballStatistics.Websites.Twitter.Twitter ( )
```

Prevents a default instance of the **Twitter** (p. 112) class from being created. Initializes a new instance of the **HandballStatistics.Websites.Twitter** (p. 112) class.

Definition at line **14** of file **Twitter.cs**.

### 6.65.3 Property Documentation

#### 6.65.3.1 Name

```
override string HandballStatistics.Websites.Twitter.Name  [get], [set]
```

Gets or sets Name.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **25** of file **Twitter.cs**.

#### 6.65.3.2 URL

```
override string HandballStatistics.Websites.Twitter.URL  [get], [set]
```

Gets or sets URL.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

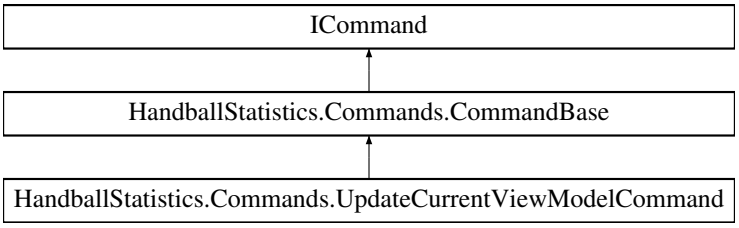
Definition at line **30** of file **Twitter.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Websites/Twitter.cs

## 6.66 HandballStatistics.Commands.UpdateCurrentViewModelCommand Class Reference

Inheritance diagram for HandballStatistics.Commands.UpdateCurrentViewModelCommand:




### Public Member Functions

- **UpdateCurrentViewModelCommand** ( **INavigator** navigator, **IViewModelAbstractFactory** viewModel↩ AbstractFactory)
- override void **Execute** (object parameter)

### Additional Inherited Members

### 6.66.1 Detailed Description

Definition at line **6** of file **UpdateCurrentViewModelCommand.cs**.

### 6.66.2 Constructor & Destructor Documentation

#### 6.66.2.1 UpdateCurrentViewModelCommand()

```
HandballStatistics.Commands.UpdateCurrentViewModelCommand.UpdateCurrentViewModelCommand (
            INavigator navigator,
            IViewModelAbstractFactory viewModelAbstractFactory )
```

Definition at line **12** of file **UpdateCurrentViewModelCommand.cs**.

### 6.66.3 Member Function Documentation

#### 6.66.3.1 Execute()

```
override void HandballStatistics.Commands.UpdateCurrentViewModelCommand.Execute (
            object parameter )  [virtual]
```

Implements **HandballStatistics.Commands.CommandBase** (p. 36).

Definition at line **18** of file **UpdateCurrentViewModelCommand.cs**.

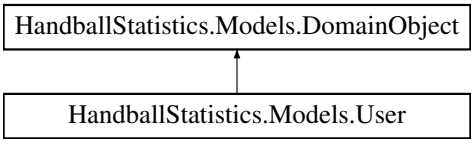
The documentation for this class was generated from the following file:

- HandballStatistics.Commands/UpdateCurrentViewModelCommand.cs

## 6.67 HandballStatistics.Models.User Class Reference

Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.

Inheritance diagram for HandballStatistics.Models.User:



## Properties

- string **UserName** `[get, set]`
  *Gets or sets UserName.*
- string **Email** `[get, set]`
  *Gets or sets Email.*
- string **Password** `[get, set]`
  *Gets or sets Password.*
- DateTime **DateJoined** `[get, set]`
  *Gets or sets DateJoined.*

### 6.67.1 Detailed Description

Base class for **Shot** (p. 102). Derives from **DomainObject** (p. 42) class.

Definition at line **9** of file **User.cs**.

### 6.67.2 Property Documentation

#### 6.67.2.1 DateJoined

```
DateTime HandballStatistics.Models.User.DateJoined [get], [set]
```

Gets or sets DateJoined.

Definition at line **31** of file **User.cs**.

#### 6.67.2.2 Email

```
string HandballStatistics.Models.User.Email [get], [set]
```

Gets or sets Email.

Definition at line **21** of file **User.cs**.

#### 6.67.2.3 Password

```
string HandballStatistics.Models.User.Password [get], [set]
```

Gets or sets Password.

Definition at line **26** of file **User.cs**.

#### 6.67.2.4 UserName

```
string HandballStatistics.Models.User.UserName  [get], [set]
```

Gets or sets UserName.

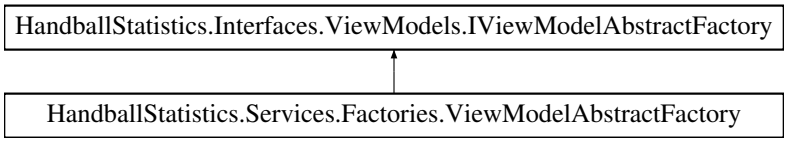
Definition at line **16** of file **User.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Models/User.cs

## 6.68 HandballStatistics.Services.Factories.ViewModelAbstractFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.ViewModelAbstractFactory:




### Public Member Functions

- **ViewModelAbstractFactory** ( **IViewModelFactory**< **HomeViewModel** > homeViewModelFactory, **IViewModelFactory**< **TrackGameViewModel** > trackGameViewModelFactory, **IViewModelFactory**< **ViewStatsViewModel** > viewStatsViewModelFactory, **IViewModelFactory**< **ConfigurationViewModel** > configurationViewModelFactory, **IViewModelFactory**< **ProfileViewModel** > profileViewModelFactory, **IViewModelFactory**< **HelpViewModel** > helpViewModelFactory, **IViewModelFactory**< **LoginViewModel** > loginViewModelFactory)
- **IViewModelBase** **CreateViewModel** (ViewType viewType)

### 6.68.1 Detailed Description

Definition at line **9** of file **ViewModelAbstractFactory.cs**.

### 6.68.2 Constructor & Destructor Documentation

#### 6.68.2.1 ViewModelAbstractFactory()

```
HandballStatistics.Services.Factories.ViewModelAbstractFactory.ViewModelAbstractFactory (
            IViewModelFactory< HomeViewModel > homeViewModelFactory,
            IViewModelFactory< TrackGameViewModel > trackGameViewModelFactory,
            IViewModelFactory< ViewStatsViewModel > viewStatsViewModelFactory,
            IViewModelFactory< ConfigurationViewModel > configurationViewModelFactory,
            IViewModelFactory< ProfileViewModel > profileViewModelFactory,
            IViewModelFactory< HelpViewModel > helpViewModelFactory,
            IViewModelFactory< LoginViewModel > loginViewModelFactory )
```

Definition at line **19** of file **ViewModelAbstractFactory.cs**.

### 6.68.3 Member Function Documentation

#### 6.68.3.1 CreateViewModel()

```
IViewModelBase HandballStatistics.Services.Factories.ViewModelAbstractFactory.CreateViewModel
(
            ViewType viewType )
```

Implements **HandballStatistics.Interfaces.ViewModels.IViewModelAbstractFactory** (p. 73).

Definition at line **37** of file **ViewModelAbstractFactory.cs**.

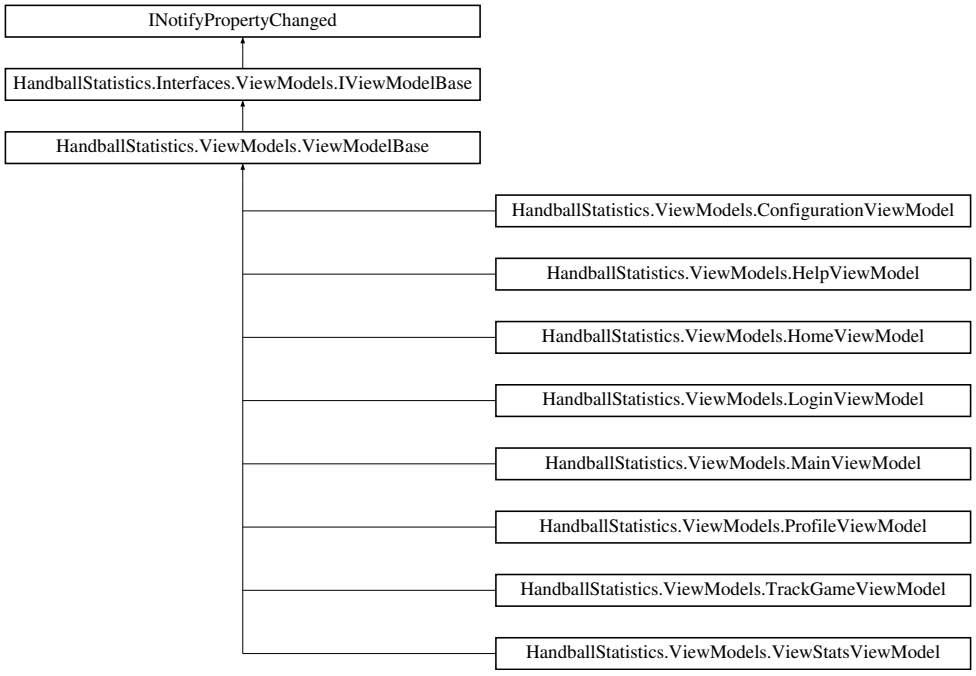
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/ViewModelAbstractFactory.cs

## 6.69 HandballStatistics.ViewModels.ViewModelBase Class Reference

Base class for **ViewModelBase** (p. 117). Derives from IViewModelBase class.

Inheritance diagram for HandballStatistics.ViewModels.ViewModelBase:



## Public Member Functions

- void **OnPropertyChanged** (string propertyName)
  *Raises **PropertyChanged** (p. 118) event.*

## Events

- PropertyChangedEventHandler **PropertyChanged**
  *Occurs when **OnPropertyChanged(string)** (p. 118) is raised.*

### 6.69.1 Detailed Description

Base class for **ViewModelBase** (p. 117). Derives from IViewModelBase class.

Definition at line **10** of file **ViewModelBase.cs**.

### 6.69.2 Member Function Documentation

#### 6.69.2.1 OnPropertyChanged()

```
void HandballStatistics.ViewModels.ViewModelBase.OnPropertyChanged (
            string propertyName )
```

Raises **PropertyChanged** (p. 118) event.

**Parameters**

| | |
|---|---|
| *propertyName* | String value of property name. |

Implements **HandballStatistics.Interfaces.ViewModels.IViewModelBase** (p. 74).

Definition at line **24** of file **ViewModelBase.cs**.

### 6.69.3 Event Documentation

#### 6.69.3.1 PropertyChanged

```
PropertyChangedEventHandler HandballStatistics.ViewModels.ViewModelBase.PropertyChanged
```

Occurs when **OnPropertyChanged(string)** (p. 118) is raised.

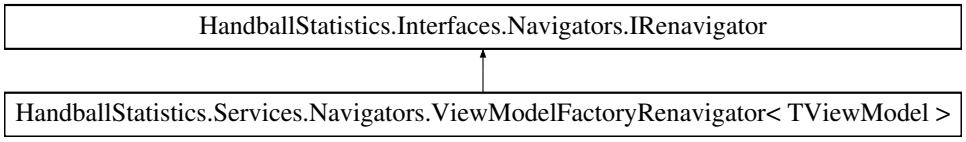
Definition at line **16** of file **ViewModelBase.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/ViewModelBase.cs

# 6.70 HandballStatistics.Services.Navigators.ViewModelFactoryRenavigator< TViewModel > Class Template Reference

Inheritance diagram for HandballStatistics.Services.Navigators.ViewModelFactoryRenavigator< TViewModel >:




## Public Member Functions

- **ViewModelFactoryRenavigator** ( **INavigator** navigator, **IViewModelFactory**< TViewModel > viewModelFactory)
- void **Renavigate** ()

### 6.70.1 Detailed Description

**Type Constraints**

***TViewModel*** **:** ***IViewModelBase***

Definition at line **6** of file **ViewModelFactoryRenavigator.cs**.

### 6.70.2 Constructor & Destructor Documentation

#### 6.70.2.1 ViewModelFactoryRenavigator()

```
HandballStatistics.Services.Navigators.ViewModelFactoryRenavigator< TViewModel >.ViewModelFactoryRenavigator (
            INavigator navigator,
            IViewModelFactory< TViewModel > viewModelFactory )
```

Definition at line **12** of file **ViewModelFactoryRenavigator.cs**.

### 6.70.3 Member Function Documentation

#### 6.70.3.1 Renavigate()

`void` **HandballStatistics.Services.Navigators.ViewModelFactoryRenavigator**< `TViewModel` >.Renavigate ( )

Implements **HandballStatistics.Interfaces.Navigators.IRenavigator** (p. 73).

Definition at line **18** of file **ViewModelFactoryRenavigator.cs**.

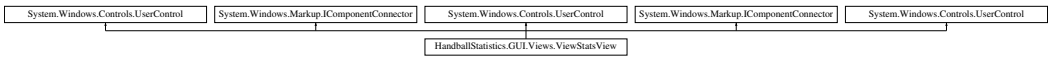
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Navigators/ViewModelFactoryRenavigator.cs

## 6.71 HandballStatistics.GUI.Views.ViewStatsView Class Reference

**ViewStatsView** (p. 120)

Inheritance diagram for HandballStatistics.GUI.Views.ViewStatsView:




### Public Member Functions

- void **InitializeComponent** ()
  *InitializeComponent*
- void **InitializeComponent** ()
  *InitializeComponent*

### 6.71.1 Detailed Description

**ViewStatsView** (p. 120)

Interaction logic for ViewStatsView.xaml

Definition at line **41** of file **ViewStatsView.g.cs**.

### 6.71.2 Constructor & Destructor Documentation

#### 6.71.2.1 ViewStatsView()

`HandballStatistics.GUI.Views.ViewStatsView.ViewStatsView ( )`

Definition at line **23** of file **ViewStatsView.xaml.cs**.

### 6.71.3 Member Function Documentation

#### 6.71.3.1 InitializeComponent() [1/2]

```
void HandballStatistics.GUI.Views.ViewStatsView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ViewStatsView.g.cs**.

#### 6.71.3.2 InitializeComponent() [2/2]

```
void HandballStatistics.GUI.Views.ViewStatsView.InitializeComponent ( )
```

InitializeComponent

Definition at line **50** of file **ViewStatsView.g.i.cs**.

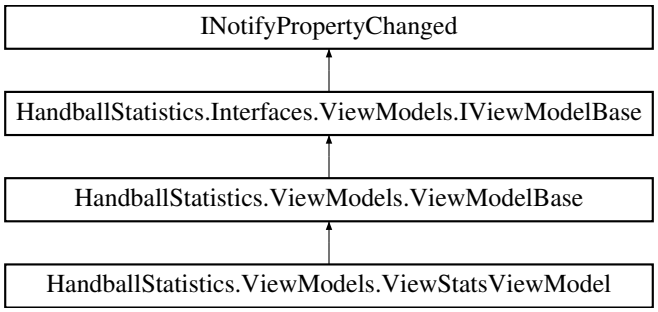
The documentation for this class was generated from the following files:

- HandballStatistics.GUI/obj/Debug/Views/ViewStatsView.g.cs
- HandballStatistics.GUI/obj/Debug/Views/ViewStatsView.g.i.cs
- HandballStatistics.GUI/Views/ViewStatsView.xaml.cs

## 6.72 HandballStatistics.ViewModels.ViewStatsViewModel Class Reference

Base class for **ViewStatsViewModel** (p. 121). Derives from **ViewModelBase** (p. 117) class.

Inheritance diagram for HandballStatistics.ViewModels.ViewStatsViewModel:



## Public Member Functions

- **ViewStatsViewModel** ()

  *Prevents a default instance of the **ViewStatsViewModel** (p. 121) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ViewStatsViewModel** (p. 121) class.*

## Properties

- string **Username** `[get, set]`

  *Gets or sets username.*
- string **WelcomeMessage** `[get, set]`

  *Gets or sets welcomeMessage.*

## Additional Inherited Members

### 6.72.1 Detailed Description

Base class for **ViewStatsViewModel** (p. 121). Derives from **ViewModelBase** (p. 117) class.

Definition at line **7** of file **ViewStatsViewModel.cs**.

### 6.72.2 Constructor & Destructor Documentation

#### 6.72.2.1 ViewStatsViewModel()

```
HandballStatistics.ViewModels.ViewStatsViewModel.ViewStatsViewModel ( )
```

Prevents a default instance of the **ViewStatsViewModel** (p. 121) class from being created. Initializes a new instance of the **HandballStatistics.ViewModels.ViewStatsViewModel** (p. 121) class.

Definition at line **26** of file **ViewStatsViewModel.cs**.

### 6.72.3 Property Documentation

#### 6.72.3.1 Username

```
string HandballStatistics.ViewModels.ViewStatsViewModel.Username  [get], [set]
```

Gets or sets username.

Definition at line **37** of file **ViewStatsViewModel.cs**.

#### 6.72.3.2 WelcomeMessage

```
string HandballStatistics.ViewModels.ViewStatsViewModel.WelcomeMessage  [get], [set]
```

Gets or sets welcomeMessage.

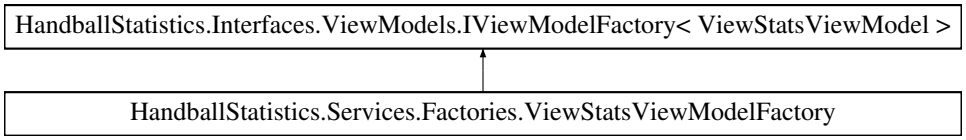
Definition at line **50** of file **ViewStatsViewModel.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.ViewModels/ViewStatsViewModel.cs

## 6.73 HandballStatistics.Services.Factories.ViewStatsViewModelFactory Class Reference

Inheritance diagram for HandballStatistics.Services.Factories.ViewStatsViewModelFactory:




### Public Member Functions

- **ViewStatsViewModel CreateViewModel** ()

### 6.73.1 Detailed Description

Definition at line **6** of file **ViewStatsViewModelFactory.cs**.

### 6.73.2 Member Function Documentation

#### 6.73.2.1 CreateViewModel()

```
ViewStatsViewModel HandballStatistics.Services.Factories.ViewStatsViewModelFactory.Create↩
ViewModel ( )
```

Definition at line **8** of file **ViewStatsViewModelFactory.cs**.

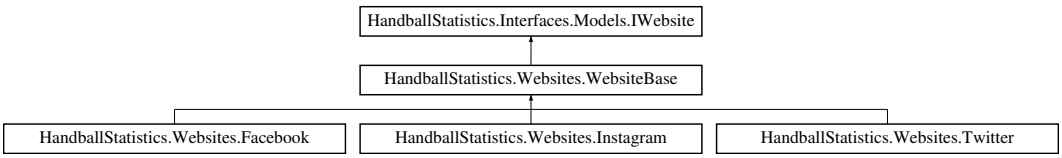
The documentation for this class was generated from the following file:

- HandballStatistics.Services/Factories/ViewStatsViewModelFactory.cs

## 6.74 HandballStatistics.Websites.WebsiteBase Class Reference

Base class for **WebsiteBase** (p. 124). Derives from IWebsite class.

Inheritance diagram for HandballStatistics.Websites.WebsiteBase:




### Properties

- abstract string **Name** `[get, set]`
  *Gets or sets Name.*
- abstract string **URL** `[get, set]`
  *Gets or sets URL.*

### 6.74.1 Detailed Description

Base class for **WebsiteBase** (p. 124). Derives from IWebsite class.

Definition at line **9** of file **WebsiteBase.cs**.

### 6.74.2 Property Documentation

#### 6.74.2.1 Name

```
abstract string HandballStatistics.Websites.WebsiteBase.Name  [get], [set]
```

Gets or sets Name.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **14** of file **WebsiteBase.cs**.

#### 6.74.2.2 URL

```
abstract string HandballStatistics.Websites.WebsiteBase.URL  [get], [set]
```

Gets or sets URL.

Implements **HandballStatistics.Interfaces.Models.IWebsite** (p. 76).

Definition at line **19** of file **WebsiteBase.cs**.

The documentation for this class was generated from the following file:

- HandballStatistics.Websites/WebsiteBase.cs

# Chapter 7

# File Documentation

## 7.1 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.2 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.3 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.4 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.5 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.6 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.7 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.8 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.9 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.10 .NETFramework,Version=v4.7.2.AssemblyAttributes.cs

```
00001 // <autogenerated />
00002 using System;
00003 using System.Reflection;
00004 [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2",
       FrameworkDisplayName = ".NET Framework 4.7.2")]
```

## 7.11 Program.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
00002 using HandballStatistics.Interfaces.Models;
00003 using HandballStatistics.Interfaces.Services;
00004 using HandballStatistics.Models;
00005 using HandballStatistics.Services.AuthenticationServices;
00006 using HandballStatistics.Services.DbServices;
00007 using HandballStatistics.Websites;
00008 using System;
00009 using System.Linq;
00010
00011 namespace HandballStatistics.Testing
00012 {
00016     public class Program
00017     {
00022         public static void Main(string[] args)
00023         {
00024             IDataService<User> dataService = new GenericDataService<User>(
00025                 new HandballStatisticsDbContext());
00026
00027             IAccountDataService accountDataService = new AccountDataService(
00028                 new HandballStatisticsDbContext());
00029
00030             IAuthenticationService authenticationService = new
       AuthenticationService(accountDataService);
```

```
00031
00032             IWebsite website = new Facebook();
00033
00034             Console.WriteLine("-----------------------------------------------------");
00035             Console.WriteLine("Test: GenericDataService");
00036             Console.WriteLine("-----------------------------------------------------\n");
00037
00038             // Check connection GenericDataService
00039             bool check = dataService.Init().Result;
00040             Console.WriteLine($"GenericDataService database connection established:
      {check}{Environment.NewLine}");
00041
00042             // Check "Get" GenericDataService
00043             User user = dataService.Get(1).Result;
00044             Console.WriteLine(
00045                 $"Id: {user.Id}\n" +
00046                 $"Name: {user.UserName}\n" +
00047                 $"Email: {user.Email}\n" +
00048                 $"Password: {user.Password}\n" +
00049                 $"Date joined: {user.DateJoined.ToShortDateString()}" +
00050                 $"{Environment.NewLine}");
00051
00052             // Check "GetAll" GenericDataService
00053             int numberUsers = dataService.GetAll().Result.Count();
00054             Console.WriteLine($"Total users:{numberUsers}{Environment.NewLine}");
00055
00056             Console.WriteLine("-----------------------------------------------------");
00057
00058             Console.WriteLine("Test: AccountDataService");
00059             Console.WriteLine("-----------------------------------------------------\n");
00060
00061             // Check connection AccountDataService
00062             bool check2 = accountDataService.Init().Result;
00063             Console.WriteLine($"AccountDataService database connection established:
      {check}{Environment.NewLine}");
00064
00065             // Check "Get" AccountDataService
00066             Account account = accountDataService.Get(1).Result;
00067             Console.WriteLine(
00068                 $"AccountId: {account.Id}\n" +
00069                 $"AccountHolderId: {account.AccountHolderId}\n" +
00070                 $"AccountHolderName: {account.AccountHolder.UserName}\n");
00071
00072             Console.WriteLine("-----------------------------------------------------");
00073
00074             Console.WriteLine("Test: AccountDataService");
00075             Console.WriteLine("-----------------------------------------------------\n");
00076
00077             // Check AuthenticationService: Register
00078             // authenticationService.Register("registrationTest", "test@hotmail.com",
      "registrationTest", "registrationTest").Wait();
00079             Console.WriteLine(
00080                 $"Total users: {dataService.GetAll().Result.Count()}\n" +
00081                 $"Total accounts: {accountDataService.GetAll().Result.Count()}\n");
00082
00083             // Check AuthenticationService: Login
00084             account = authenticationService.Login("admin", "admin").Result;
00085             Console.WriteLine($"Logged in as: {account.AccountHolder.UserName}\n");
00086
00087             Console.WriteLine("-----------------------------------------------------");
00088
00089             account = accountDataService.GetByUsername("admin").Result;
00090
00091             Console.WriteLine(account.AccountHolder.UserName);
00092             Console.WriteLine(account.AccountHolder.Id);
00093
00094             Console.WriteLine("Open website facebook on [ENTER]:");
00095             Console.ReadLine();
00096
00097             System.Diagnostics.Process.Start(website.URL);
00098
00099             Console.ReadLine();
00100         }
00101     }
00102 }
```

## 7.12 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
```

```
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballSatistics.Testing")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballSatistics.Testing")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("8d89d902-f1ec-4f73-9486-81bb7f49b92e")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.13 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Commands")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Commands")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("c6fe3639-7f8a-4299-81a7-468006bcbfad")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.14 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
```

```
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.EntityFramework")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.EntityFramework")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("e093ad4a-700d-4726-82e2-b0b81a04cd89")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.15 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Exceptions")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Exceptions")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("c291901b-381f-40a6-8d4c-0f5f3f29d9ec")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.16 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Resources;
00003 using System.Runtime.CompilerServices;
00004 using System.Runtime.InteropServices;
00005 using System.Windows;
00006
00007 // General Information about an assembly is controlled through the following
```

```
00008 // set of attributes. Change these attribute values to modify the information
00009 // associated with an assembly.
00010 [assembly: AssemblyTitle("HandballStatistics.GUI")]
00011 [assembly: AssemblyDescription("")]
00012 [assembly: AssemblyConfiguration("")]
00013 [assembly: AssemblyCompany("HP Inc.")]
00014 [assembly: AssemblyProduct("HandballStatistics.GUI")]
00015 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00016 [assembly: AssemblyTrademark("")]
00017 [assembly: AssemblyCulture("")]
00018
00019 // Setting ComVisible to false makes the types in this assembly not visible
00020 // to COM components.  If you need to access a type in this assembly from
00021 // COM, set the ComVisible attribute to true on that type.
00022 [assembly: ComVisible(false)]
00023
00024 //In order to begin building localizable applications, set
00025 //<UICulture>CultureYouAreCodingWith</UICulture> in your .csproj file
00026 //inside a <PropertyGroup>.  For example, if you are using US english
00027 //in your source files, set the <UICulture> to en-US.  Then uncomment
00028 //the NeutralResourceLanguage attribute below.  Update the "en-US" in
00029 //the line below to match the UICulture setting in the project file.
00030
00031 //[assembly: NeutralResourcesLanguage("en-US", UltimateResourceFallbackLocation.Satellite)]
00032
00033
00034 [assembly: ThemeInfo(
00035     ResourceDictionaryLocation.None, //where theme specific resource dictionaries are located
00036                                      //(used if a resource is not found in the page,
00037                                      // or application resource dictionaries)
00038     ResourceDictionaryLocation.SourceAssembly //where the generic resource dictionary is located
00039                                               //(used if a resource is not found in the page,
00040                                               // app, or any theme specific resource dictionaries)
00041 )]
00042
00043
00044 // Version information for an assembly consists of the following four values:
00045 //
00046 //      Major Version
00047 //      Minor Version
00048 //      Build Number
00049 //      Revision
00050 //
00051 // You can specify all the values or you can default the Build and Revision Numbers
00052 // by using the '*' as shown below:
00053 // [assembly: AssemblyVersion("1.0.*")]
00054 [assembly: AssemblyVersion("1.0.0.0")]
00055 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.17 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Interfaces")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Interfaces")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("9ec22ccb-af1a-442f-b860-f6c02a69ff27")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
```

```
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.18 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Models")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Models")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("497f68a0-5f0b-4806-9753-7619ec860293")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.19 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Services")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Services")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("e482b765-9c73-490b-855b-d14b05f4c705")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
```

```
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.20 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.ViewModels")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.ViewModels")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("29594d43-a54c-461b-81fd-01bdf090894f")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.21 AssemblyInfo.cs

```
00001 using System.Reflection;
00002 using System.Runtime.CompilerServices;
00003 using System.Runtime.InteropServices;
00004
00005 // General Information about an assembly is controlled through the following
00006 // set of attributes. Change these attribute values to modify the information
00007 // associated with an assembly.
00008 [assembly: AssemblyTitle("HandballStatistics.Websites")]
00009 [assembly: AssemblyDescription("")]
00010 [assembly: AssemblyConfiguration("")]
00011 [assembly: AssemblyCompany("HP Inc.")]
00012 [assembly: AssemblyProduct("HandballStatistics.Websites")]
00013 [assembly: AssemblyCopyright("Copyright © HP Inc. 2022")]
00014 [assembly: AssemblyTrademark("")]
00015 [assembly: AssemblyCulture("")]
00016
00017 // Setting ComVisible to false makes the types in this assembly not visible
00018 // to COM components.  If you need to access a type in this assembly from
00019 // COM, set the ComVisible attribute to true on that type.
00020 [assembly: ComVisible(false)]
00021
00022 // The following GUID is for the ID of the typelib if this project is exposed to COM
00023 [assembly: Guid("2652b4ce-1f4b-4418-80b7-65c01aed3dea")]
00024
00025 // Version information for an assembly consists of the following four values:
00026 //
00027 //      Major Version
00028 //      Minor Version
00029 //      Build Number
00030 //      Revision
00031 //
00032 // You can specify all the values or you can default the Build and Revision Numbers
00033 // by using the '*' as shown below:
00034 // [assembly: AssemblyVersion("1.0.*")]
00035 [assembly: AssemblyVersion("1.0.0.0")]
00036 [assembly: AssemblyFileVersion("1.0.0.0")]
```

## 7.22 CommandBase.cs

```
00001 using System;
00002 using System.Windows.Input;
00003
00004 namespace HandballStatistics.Commands
00005 {
00006     public abstract class CommandBase : ICommand
00007     {
00008         public event EventHandler CanExecuteChanged;
00009
00010         public virtual bool CanExecute(object parameter) => true;
00011
00012         public abstract void Execute(object parameter);
00013     }
00014 }
```

## 7.23 GoToWebsiteCommand.cs

```
00001 using HandballStatistics.Interfaces.Navigators;
00002 using HandballStatistics.Websites;
00003
00004 namespace HandballStatistics.Commands
00005 {
00006     public class GoToWebsiteCommand : CommandBase
00007     {
00008         public override void Execute(object parameter)
00009         {
00010             if (parameter is Link link)
00011             {
00012                 switch (link)
00013                 {
00014                     case Link.Facebook:
00015                         System.Diagnostics.Process.Start(new Facebook().URL);
00016                         break;
00017                     case Link.Instagram:
00018                         System.Diagnostics.Process.Start(new Instagram().URL);
00019                         break;
00020                     case Link.Twitter:
00021                         System.Diagnostics.Process.Start(new Twitter().URL);
00022                         break;
00023                 }
00024             }
00025         }
00026     }
00027 }
```

## 7.24 LoginCommand.cs

```
00001 using HandballStatistics.Interfaces.Authenticators;
00002 using HandballStatistics.Interfaces.Navigators;
00003 using HandballStatistics.Interfaces.ViewModels;
00004
00005 namespace HandballStatistics.Commands
00006 {
00007     public class LoginCommand : CommandBase
00008     {
00009         private readonly ILoginViewModel loginViewModel;
00010
00011         private readonly IAuthenticator authenticator;
00012
00013         private readonly IRenavigator renavigator;
00014
00015         public LoginCommand(ILoginViewModel loginViewModel, IAuthenticator authenticator, IRenavigator
      renavigator)
00016         {
00017             this.loginViewModel = loginViewModel;
00018             this.authenticator = authenticator;
00019             this.renavigator = renavigator;
00020         }
00021
00022         public async override void Execute(object parameter)
00023         {
00024             bool success = await this.authenticator.Login(this.loginViewModel.Username,
      parameter.ToString());
00025
00026             if (success)
00027             {
00028                 this.renavigator.Renavigate();
```

```
00029             }
00030         }
00031     }
00032 }
```

## 7.25 UpdateCurrentViewModelCommand.cs

```
00001 using HandballStatistics.Interfaces.Navigators;
00002 using HandballStatistics.Interfaces.ViewModels;
00003
00004 namespace HandballStatistics.Commands
00005 {
00006     public class UpdateCurrentViewModelCommand : CommandBase
00007     {
00008         private readonly INavigator navigator;
00009
00010         private readonly IViewModelAbstractFactory viewModelAbstractFactory;
00011
00012         public UpdateCurrentViewModelCommand(INavigator navigator, IViewModelAbstractFactory
      viewModelAbstractFactory)
00013         {
00014             this.navigator = navigator;
00015             this.viewModelAbstractFactory = viewModelAbstractFactory;
00016         }
00017
00018         public override void Execute(object parameter)
00019         {
00020             if (parameter is ViewType)
00021             {
00022                 ViewType viewType = (ViewType)parameter;
00023
00024                 this.navigator.CurrentViewModel =
      this.viewModelAbstractFactory.CreateViewModel(viewType);
00025             }
00026         }
00027     }
00028 }
```

## 7.26 HandballStatisticsDbContext.cs

```
00001 using HandballStatistics.Models;
00002 using System.Data.Entity;
00003 using System.Data.Entity.Validation;
00004 using System.Text;
00005
00006 namespace HandballStatistics.EntityFramework.Contexts
00007 {
00008     public class HandballStatisticsDbContext : DbContext
00009     {
00010         #region ------------------------------ Properties, Indexer
      -------------------------------------------------
00011
00012         public DbSet<User> Users { get; set; }
00013
00014         public DbSet<Account> Accounts { get; set; }
00015
00016         public DbSet<Country> Countries { get; set; }
00017
00018         public DbSet<Hall> Halls { get; set; }
00019
00020         public DbSet<League> Leagues { get; set; }
00021
00022         public DbSet<Match> Matches { get; set; }
00023
00024         public DbSet<Player> Players { get; set; }
00025
00026         public DbSet<Team> Teams { get; set; }
00027
00028         #endregion
00029
00030         #region ------------------------------ Constructor, Destructor, Dispose, Clone
      ------------------------------
00031         public HandballStatisticsDbContext() : base("HandballStatistics")
00032         { }
00033
00034         #endregion
00035
00036         #region ------------------------------ Helper-Methods
      -------------------------------------------------
```

```
00037
00038         public HandballStatisticsDbContext CreateContext()
00039         {
00040             return new HandballStatisticsDbContext();
00041         }
00042
00043         public override int SaveChanges()
00044         {
00045             try
00046             {
00047                 return base.SaveChanges();
00048             }
00049             catch (DbEntityValidationException ex)
00050             {
00051                 var sb = new StringBuilder();
00052
00053                 foreach (var failure in ex.EntityValidationErrors)
00054                 {
00055                     sb.AppendFormat("{0} failed validation\n", failure.Entry.Entity.GetType());
00056                     foreach (var error in failure.ValidationErrors)
00057                     {
00058                         sb.AppendFormat("- {0} : {1}", error.PropertyName, error.ErrorMessage);
00059                         sb.AppendLine();
00060                     }
00061                 }
00062
00063                 throw new DbEntityValidationException(
00064                     "Entity Validation Failed - errors follow:\n" +
00065                     sb.ToString(), ex
00066                 );
00067             }
00068         }
00069
00070         #endregion
00071     }
00072 }
```

## 7.27 202205231051171_InitialCreate.cs

```
00001 namespace HandballStatistics.EntityFramework.Migrations
00002 {
00003     using System;
00004     using System.Data.Entity.Migrations;
00005
00006     public partial class InitialCreate : DbMigration
00007     {
00008         public override void Up()
00009         {
00010             CreateTable(
00011                 "dbo.Users",
00012                 c => new
00013                     {
00014                         Id = c.Int(nullable: false, identity: true),
00015                         UserName = c.String(),
00016                         Email = c.String(),
00017                         Password = c.String(),
00018                         DateJoined = c.DateTime(nullable: false),
00019                     })
00020                 .PrimaryKey(t => t.Id);
00021
00022         }
00023
00024         public override void Down()
00025         {
00026             DropTable("dbo.Users");
00027         }
00028     }
00029 }
```

## 7.28 202205231051171_InitialCreate.Designer.cs

```
00001 // <auto-generated />
00002 namespace HandballStatistics.EntityFramework.Migrations
00003 {
00004     using System.CodeDom.Compiler;
00005     using System.Data.Entity.Migrations;
00006     using System.Data.Entity.Migrations.Infrastructure;
00007     using System.Resources;
00008
```

```
00009     [GeneratedCode("EntityFramework.Migrations", "6.4.4")]
00010     public sealed partial class InitialCreate : IMigrationMetadata
00011     {
00012         private readonly ResourceManager Resources = new ResourceManager(typeof(InitialCreate));
00013 
00014         string IMigrationMetadata.Id
00015         {
00016             get { return "202205231051171_InitialCreate"; }
00017         }
00018 
00019         string IMigrationMetadata.Source
00020         {
00021             get { return null; }
00022         }
00023 
00024         string IMigrationMetadata.Target
00025         {
00026             get { return Resources.GetString("Target"); }
00027         }
00028     }
00029 }
```

## 7.29 202205231339178_AddedDbSetAccounts.cs

```
00001 namespace HandballStatistics.EntityFramework.Migrations
00002 {
00003     using System;
00004     using System.Data.Entity.Migrations;
00005 
00006     public partial class AddedDbSetAccounts : DbMigration
00007     {
00008         public override void Up()
00009         {
00010             CreateTable(
00011                 "dbo.Accounts",
00012                 c => new
00013                     {
00014                         Id = c.Int(nullable: false, identity: true),
00015                         AccountHolderId = c.Int(nullable: false),
00016                     })
00017                 .PrimaryKey(t => t.Id)
00018                 .ForeignKey("dbo.Users", t => t.AccountHolderId, cascadeDelete: true)
00019                 .Index(t => t.AccountHolderId);
00020 
00021         }
00022 
00023         public override void Down()
00024         {
00025             DropForeignKey("dbo.Accounts", "AccountHolderId", "dbo.Users");
00026             DropIndex("dbo.Accounts", new[] { "AccountHolderId" });
00027             DropTable("dbo.Accounts");
00028         }
00029     }
00030 }
```

## 7.30 202205231339178_AddedDbSetAccounts.Designer.cs

```
00001 // <auto-generated />
00002 namespace HandballStatistics.EntityFramework.Migrations
00003 {
00004     using System.CodeDom.Compiler;
00005     using System.Data.Entity.Migrations;
00006     using System.Data.Entity.Migrations.Infrastructure;
00007     using System.Resources;
00008 
00009     [GeneratedCode("EntityFramework.Migrations", "6.4.4")]
00010     public sealed partial class AddedDbSetAccounts : IMigrationMetadata
00011     {
00012         private readonly ResourceManager Resources = new ResourceManager(typeof(AddedDbSetAccounts));
00013 
00014         string IMigrationMetadata.Id
00015         {
00016             get { return "202205231339178_AddedDbSetAccounts"; }
00017         }
00018 
00019         string IMigrationMetadata.Source
00020         {
00021             get { return null; }
00022         }
```

```
00023
00024         string IMigrationMetadata.Target
00025         {
00026             get { return Resources.GetString("Target"); }
00027         }
00028     }
00029 }
```

## 7.31 202205270006000_AddedMissingModels.cs

```
00001 namespace HandballStatistics.EntityFramework.Migrations
00002 {
00003     using System;
00004     using System.Data.Entity.Migrations;
00005
00006     public partial class AddedMissingModels : DbMigration
00007     {
00008         public override void Up()
00009         {
00010             CreateTable(
00011                 "dbo.Countries",
00012                 c => new
00013                     {
00014                         Id = c.Int(nullable: false, identity: true),
00015                         Name = c.String(),
00016                     })
00017                 .PrimaryKey(t => t.Id);
00018
00019             CreateTable(
00020                 "dbo.Halls",
00021                 c => new
00022                     {
00023                         Id = c.Int(nullable: false, identity: true),
00024                         Name = c.String(),
00025                         Address = c.String(),
00026                         CountryId = c.Int(nullable: false),
00027                     })
00028                 .PrimaryKey(t => t.Id)
00029                 .ForeignKey("dbo.Countries", t => t.CountryId, cascadeDelete: true)
00030                 .Index(t => t.CountryId);
00031
00032             CreateTable(
00033                 "dbo.Leagues",
00034                 c => new
00035                     {
00036                         Id = c.Int(nullable: false, identity: true),
00037                         Name = c.String(),
00038                         Abbrevation = c.String(),
00039                         CountryId = c.Int(nullable: false),
00040                     })
00041                 .PrimaryKey(t => t.Id)
00042                 .ForeignKey("dbo.Countries", t => t.CountryId, cascadeDelete: true)
00043                 .Index(t => t.CountryId);
00044
00045             CreateTable(
00046                 "dbo.Teams",
00047                 c => new
00048                     {
00049                         Id = c.Int(nullable: false, identity: true),
00050                         Name = c.String(),
00051                         LeagueId = c.Int(nullable: false),
00052                         Country_Id = c.Int(),
00053                     })
00054                 .PrimaryKey(t => t.Id)
00055                 .ForeignKey("dbo.Leagues", t => t.LeagueId, cascadeDelete: true)
00056                 .ForeignKey("dbo.Countries", t => t.Country_Id)
00057                 .Index(t => t.LeagueId)
00058                 .Index(t => t.Country_Id);
00059
00060             CreateTable(
00061                 "dbo.Players",
00062                 c => new
00063                     {
00064                         Id = c.Int(nullable: false, identity: true),
00065                         FirstName = c.String(),
00066                         LastName = c.String(),
00067                         JerseyNumber = c.Int(nullable: false),
00068                         Goals = c.Int(nullable: false),
00069                         TeamId = c.Int(nullable: false),
00070                     })
00071                 .PrimaryKey(t => t.Id)
00072                 .ForeignKey("dbo.Teams", t => t.TeamId, cascadeDelete: true)
00073                 .Index(t => t.TeamId);
```

```
00074
00075             CreateTable(
00076                 "dbo.Matches",
00077                 c => new
00078                     {
00079                         Id = c.Int(nullable: false, identity: true),
00080                         Name = c.String(),
00081                         Date = c.DateTime(nullable: false),
00082                         FileName = c.String(),
00083                     })
00084                 .PrimaryKey(t => t.Id);
00085
00086             CreateTable(
00087                 "dbo.Shots",
00088                 c => new
00089                     {
00090                         Id = c.Int(nullable: false, identity: true),
00091                         MatchId = c.Int(nullable: false),
00092                         Goal = c.Boolean(nullable: false),
00093                         SquareNumber = c.Int(nullable: false),
00094                         Time = c.DateTime(nullable: false),
00095                         PlayerId = c.Int(nullable: false),
00096                         TeamId = c.Int(nullable: false),
00097                     })
00098                 .PrimaryKey(t => t.Id)
00099                 .ForeignKey("dbo.Matches", t => t.MatchId, cascadeDelete: true)
00100                 .Index(t => t.MatchId);
00101
00102         }
00103
00104         public override void Down()
00105         {
00106             DropForeignKey("dbo.Shots", "MatchId", "dbo.Matches");
00107             DropForeignKey("dbo.Teams", "Country_Id", "dbo.Countries");
00108             DropForeignKey("dbo.Leagues", "CountryId", "dbo.Countries");
00109             DropForeignKey("dbo.Teams", "LeagueId", "dbo.Leagues");
00110             DropForeignKey("dbo.Players", "TeamId", "dbo.Teams");
00111             DropForeignKey("dbo.Halls", "CountryId", "dbo.Countries");
00112             DropIndex("dbo.Shots", new[] { "MatchId" });
00113             DropIndex("dbo.Players", new[] { "TeamId" });
00114             DropIndex("dbo.Teams", new[] { "Country_Id" });
00115             DropIndex("dbo.Teams", new[] { "LeagueId" });
00116             DropIndex("dbo.Leagues", new[] { "CountryId" });
00117             DropIndex("dbo.Halls", new[] { "CountryId" });
00118             DropTable("dbo.Shots");
00119             DropTable("dbo.Matches");
00120             DropTable("dbo.Players");
00121             DropTable("dbo.Teams");
00122             DropTable("dbo.Leagues");
00123             DropTable("dbo.Halls");
00124             DropTable("dbo.Countries");
00125         }
00126     }
00127 }
```

## 7.32 202205270006000_AddedMissingModels.Designer.cs

```
00001 // <auto-generated />
00002 namespace HandballStatistics.EntityFramework.Migrations
00003 {
00004     using System.CodeDom.Compiler;
00005     using System.Data.Entity.Migrations;
00006     using System.Data.Entity.Migrations.Infrastructure;
00007     using System.Resources;
00008
00009     [GeneratedCode("EntityFramework.Migrations", "6.4.4")]
00010     public sealed partial class AddedMissingModels : IMigrationMetadata
00011     {
00012         private readonly ResourceManager Resources = new ResourceManager(typeof(AddedMissingModels));
00013
00014         string IMigrationMetadata.Id
00015         {
00016             get { return "202205270006000_AddedMissingModels"; }
00017         }
00018
00019         string IMigrationMetadata.Source
00020         {
00021             get { return null; }
00022         }
00023
00024         string IMigrationMetadata.Target
00025         {
00026             get { return Resources.GetString("Target"); }
```

```
00027         }
00028     }
00029 }
```

## 7.33 Configuration.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
00002 using HandballStatistics.Models;
00003 using System.Data.Entity.Migrations;
00004
00005 namespace HandballStatistics.EntityFramework.Migrations
00006 {
00007     internal sealed class Configuration : DbMigrationsConfiguration<HandballStatisticsDbContext>
00008     {
00009         public Configuration()
00010         {
00011             AutomaticMigrationsEnabled = false;
00012         }
00013
00014         protected override void Seed(HandballStatisticsDbContext context)
00015         {
00016             //if (context.Users.Any())
00017             //{
00018             //    return;
00019             //}
00020
00021             //User user = new User()
00022             //{
00023             //    UserName = "admin",
00024             //    Email = "admin@hotmail.com",
00025             //    Password = "admin",
00026             //    DateJoined = new DateTime(2022, 3, 23).Date
00027             //};
00028
00029             //context.Users.AddRange(new List<User>()
00030             //{
00031             //    user
00032             //});
00033
00034             //context.Accounts.AddRange(new List<Account>()
00035             //{
00036             //    new Account(user)
00037             //});
00038
00039             //context.Countries.AddRange(new List<Country>()
00040             //{
00041             //    new Country() { Name = "Autria" },
00042             //    new Country() { Name = "Germany" },
00043             //    new Country() { Name = "France" },
00044             //    new Country() { Name = "Spain" },
00045             //    new Country() { Name = "Switzerland" }
00046             //});
00047
00048             //context.Leagues.AddRange(new List<League>()
00049             //{
00050             //    new League() { Name = "Handball Liga Austria", Abbrevation = "HLA", CountryId = 1},
00051             //    new League() { Name = "Handball-Bundesliga", Abbrevation = "HBL", CountryId = 2},
00052             //    new League() { Name = "Lidl StarLigue", Abbrevation = "LNH", CountryId = 3},
00053             //    new League() { Name = "Liga Asobal", Abbrevation = "ASOBAL", CountryId = 4},
00054             //    new League() { Name = "Swiss Handball League", Abbrevation = "SHL", CountryId = 5}
00055             //});
00056
00057             //context.Teams.AddRange(new List<Team>()
00058             //{
00059             //    new Team() { Name = "Handballclub Fivers Margareten", LeagueId = 1},
00060             //    new Team() { Name = "ERBER UHK Krems", LeagueId = 1}
00061             //});
00062
00063             //context.Halls.AddRange(new List<Hall>()
00064             //{
00065             //    new Hall () { Name = "Sporthalle Margareten", Address = "Hollgasse 3, 1050 Wien",
      CountryId = 1},
00066             //    new Hall () { Name = "Sport.Halle.Krems", Address = "Strandbadstraße 3, 3500 Krems",
      CountryId = 1}
00067             //});
00068         }
00069     }
00070 }
```

## 7.34 InvalidPasswordException.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Runtime.Serialization;
00005 using System.Text;
00006 using System.Threading.Tasks;
00007
00008 namespace HandballStatistics.Exceptions
00009 {
00010     public class InvalidPasswordException : Exception
00011     {
00012         public string Username { get; set; }
00013
00014         public string Password { get; set; }
00015
00016         public InvalidPasswordException(string username, string password)
00017         {
00018             Username = username;
00019             Password = password;
00020         }
00021
00022         public InvalidPasswordException(string message, string username, string password) :
      base(message)
00023         {
00024             Username = username;
00025             Password = password;
00026         }
00027
00028         public InvalidPasswordException(string message, Exception innerException, string username,
      string password) : base(message, innerException)
00029         {
00030             Username = username;
00031             Password = password;
00032         }
00033     }
00034 }
```

## 7.35 App.xaml.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
00002 using HandballStatistics.Interfaces.Authenticators;
00003 using HandballStatistics.Interfaces.Navigators;
00004 using HandballStatistics.Interfaces.Services;
00005 using HandballStatistics.Interfaces.ViewModels;
00006 using HandballStatistics.Models;
00007 using HandballStatistics.Services.AuthenticationServices;
00008 using HandballStatistics.Services.DbServices;
00009 using HandballStatistics.Services.Factories;
00010 using HandballStatistics.Services.Navigators;
00011 using HandballStatistics.ViewModels;
00012 using Microsoft.Extensions.DependencyInjection;
00013 using System;
00014 using System.Windows;
00015
00016 namespace HandballStatistics.GUI
00017 {
00021     public partial class App : Application
00022     {
00023         protected override void OnStartup(StartupEventArgs e)
00024         {
00025             IServiceProvider serviceProvider = CreateServiceProvider();
00026
00027             Window window = new MainWindow();
00028             window.DataContext = serviceProvider.GetRequiredService<MainViewModel>();
00029             window.Show();
00030
00031             base.OnStartup(e);
00032         }
00033
00034         private IServiceProvider CreateServiceProvider()
00035         {
00036             IServiceCollection services = new ServiceCollection();
00037
00038             // Implemented services
00039             services.AddSingleton<HandballStatisticsDbContext>();
00040             services.AddSingleton<IAuthenticationService, AuthenticationService>();
00041             services.AddSingleton<IDataService<Account>, AccountDataService>();
00042             services.AddSingleton<IDataService<Country>, GenericDataService<Country»();
00043             services.AddSingleton<IDataService<League>, GenericDataService<League»();
00044             services.AddSingleton<IDataService<Hall>, GenericDataService<Hall»();
00045             services.AddSingleton<IDataService<Team>, GenericDataService<Team»();
```

```
00046             services.AddSingleton<IAccountDataService, AccountDataService>();
00047
00048             // ViewModels as services
00049             services.AddSingleton<IViewModelAbstractFactory, ViewModelAbstractFactory>();
00050             services.AddSingleton<IViewModelFactory<HomeViewModel>, HomeViewModelFactory>();
00051             services.AddSingleton<IViewModelFactory<TrackGameViewModel>, TrackGameViewModelFactory>();
00052             services.AddSingleton<IViewModelFactory<ViewStatsViewModel>, ViewStatsViewModelFactory>();
00053             services.AddSingleton<IViewModelFactory<ConfigurationViewModel>,
      ConfigurationViewModelFactory>();
00054             services.AddSingleton<IViewModelFactory<ProfileViewModel>, ProfileViewModelFactory>();
00055             services.AddSingleton<IViewModelFactory<HelpViewModel>, HelpViewModelFactory>();
00056
00057             services.AddSingleton<IViewModelFactory<LoginViewModel»((s) =>
00058                 new LoginViewModelFactory(s.GetRequiredService<IAuthenticator>(),
00059                 new ViewModelFactoryRenavigator<HomeViewModel>(s.GetRequiredService<INavigator>(),
00060                 s.GetRequiredService<IViewModelFactory<HomeViewModel»())));
00061
00062             // Single instance services
00063             services.AddScoped<IAuthenticator, Authenticator>();
00064             services.AddScoped<INavigator, Navigator>();
00065             services.AddScoped<MainViewModel>();
00066
00067             return services.BuildServiceProvider();
00068         }
00069     }
00070 }
```

## 7.36 NavigationBar.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Controls
00017 {
00021     public partial class NavigationBar : UserControl
00022     {
00023         public NavigationBar()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.37 MainWindow.xaml.cs

```
00001 using System.Windows;
00002
00003 namespace HandballStatistics.GUI
00004 {
00008     public partial class MainWindow : Window
00009     {
00010         public MainWindow()
00011         {
00012             InitializeComponent();
00013         }
00014     }
00015 }
```

## 7.38 App.g.cs

```
00001 #pragma checksum "..\..\App.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "BA9A72ACD68CD0955ABE0BCBB86BAE55AAEA81A8D67AB50FCB01C82AFBC3226B"
00002 //------------------------------------------------------------------------------
```

```
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.GUI.Views;
00013 using HandballStatistics.ViewModels;
00014 using System;
00015 using System.Diagnostics;
00016 using System.Windows;
00017 using System.Windows.Automation;
00018 using System.Windows.Controls;
00019 using System.Windows.Controls.Primitives;
00020 using System.Windows.Data;
00021 using System.Windows.Documents;
00022 using System.Windows.Ink;
00023 using System.Windows.Input;
00024 using System.Windows.Markup;
00025 using System.Windows.Media;
00026 using System.Windows.Media.Animation;
00027 using System.Windows.Media.Effects;
00028 using System.Windows.Media.Imaging;
00029 using System.Windows.Media.Media3D;
00030 using System.Windows.Media.TextFormatting;
00031 using System.Windows.Navigation;
00032 using System.Windows.Shapes;
00033 using System.Windows.Shell;
00034
00035
00036 namespace HandballStatistics.GUI {
00037
00038
00042     public partial class App : System.Windows.Application {
00043
00044         private bool _contentLoaded;
00045
00049         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00050         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00051         public void InitializeComponent() {
00052             if (_contentLoaded) {
00053                 return;
00054             }
00055             _contentLoaded = true;
00056             System.Uri resourceLocater = new System.Uri("/HandballStatistics.GUI;component/app.xaml",
      System.UriKind.Relative);
00057
00058             #line 1 "..\..\App.xaml"
00059             System.Windows.Application.LoadComponent(this, resourceLocater);
00060
00061             #line default
00062             #line hidden
00063         }
00064
00068         [System.STAThreadAttribute()]
00069         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00070         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00071         public static void Main() {
00072             HandballStatistics.GUI.App app = new HandballStatistics.GUI.App();
00073             app.InitializeComponent();
00074             app.Run();
00075         }
00076     }
00077 }
00078
```

## 7.39 App.g.i.cs

```
00001 #pragma checksum "..\..\App.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "BA9A72ACD68CD0955ABE0BCBB86BAE55AAEA81A8D67AB50FCB01C82AFBC3226B"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
```

```
00012 using HandballStatistics.GUI.Views;
00013 using HandballStatistics.ViewModels;
00014 using System;
00015 using System.Diagnostics;
00016 using System.Windows;
00017 using System.Windows.Automation;
00018 using System.Windows.Controls;
00019 using System.Windows.Controls.Primitives;
00020 using System.Windows.Data;
00021 using System.Windows.Documents;
00022 using System.Windows.Ink;
00023 using System.Windows.Input;
00024 using System.Windows.Markup;
00025 using System.Windows.Media;
00026 using System.Windows.Media.Animation;
00027 using System.Windows.Media.Effects;
00028 using System.Windows.Media.Imaging;
00029 using System.Windows.Media.Media3D;
00030 using System.Windows.Media.TextFormatting;
00031 using System.Windows.Navigation;
00032 using System.Windows.Shapes;
00033 using System.Windows.Shell;
00034
00035
00036 namespace HandballStatistics.GUI {
00037
00038
00042     public partial class App : System.Windows.Application {
00043
00044         private bool _contentLoaded;
00045
00049         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00050         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00051         public void InitializeComponent() {
00052             if (_contentLoaded) {
00053                 return;
00054             }
00055             _contentLoaded = true;
00056             System.Uri resourceLocater = new System.Uri("/HandballStatistics.GUI;component/app.xaml",
       System.UriKind.Relative);
00057
00058             #line 1 "..\..\App.xaml"
00059             System.Windows.Application.LoadComponent(this, resourceLocater);
00060
00061             #line default
00062             #line hidden
00063         }
00064
00068         [System.STAThreadAttribute()]
00069         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00070         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00071         public static void Main() {
00072             HandballStatistics.GUI.App app = new HandballStatistics.GUI.App();
00073             app.InitializeComponent();
00074             app.Run();
00075         }
00076     }
00077 }
00078
```

## 7.40 NavigationBar.g.cs

```
00001 #pragma checksum "..\..\..\Controls\NavigationBar.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "F8DA2876195EA9D101642A47200FD9D74B09B561970E8026D28B3B37E846A1D7"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.Interfaces.Navigators;
00013 using HandballStatistics.Services.Converters;
00014 using HandballStatistics.ViewModels;
00015 using System;
00016 using System.Diagnostics;
00017 using System.Windows;
00018 using System.Windows.Automation;
00019 using System.Windows.Controls;
00020 using System.Windows.Controls.Primitives;
```

```
00021 using System.Windows.Data;
00022 using System.Windows.Documents;
00023 using System.Windows.Ink;
00024 using System.Windows.Input;
00025 using System.Windows.Markup;
00026 using System.Windows.Media;
00027 using System.Windows.Media.Animation;
00028 using System.Windows.Media.Effects;
00029 using System.Windows.Media.Imaging;
00030 using System.Windows.Media.Media3D;
00031 using System.Windows.Media.TextFormatting;
00032 using System.Windows.Navigation;
00033 using System.Windows.Shapes;
00034 using System.Windows.Shell;
00035
00036
00037 namespace HandballStatistics.GUI.Controls {
00038
00039
00043     public partial class NavigationBar : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00044
00045
00046         #line 62 "..\..\..\Controls\NavigationBar.xaml"
00047         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00048         internal System.Windows.Controls.Button btnFacebook;
00049
00050         #line default
00051         #line hidden
00052
00053
00054         #line 73 "..\..\..\Controls\NavigationBar.xaml"
00055         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00056         internal System.Windows.Controls.Button btnInstagram;
00057
00058         #line default
00059         #line hidden
00060
00061
00062         #line 85 "..\..\..\Controls\NavigationBar.xaml"
00063         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00064         internal System.Windows.Controls.Button btnTwitter;
00065
00066         #line default
00067         #line hidden
00068
00069
00070         #line 101 "..\..\..\Controls\NavigationBar.xaml"
00071         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00072         internal System.Windows.Controls.RadioButton btnHome;
00073
00074         #line default
00075         #line hidden
00076
00077
00078         #line 112 "..\..\..\Controls\NavigationBar.xaml"
00079         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00080         internal System.Windows.Controls.RadioButton btnTrackGame;
00081
00082         #line default
00083         #line hidden
00084
00085
00086         #line 123 "..\..\..\Controls\NavigationBar.xaml"
00087         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00088         internal System.Windows.Controls.RadioButton btnViewStats;
00089
00090         #line default
00091         #line hidden
00092
00093
00094         #line 134 "..\..\..\Controls\NavigationBar.xaml"
00095         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00096         internal System.Windows.Controls.RadioButton btnConfiguration;
00097
00098         #line default
00099         #line hidden
00100
00101
00102         #line 145 "..\..\..\Controls\NavigationBar.xaml"
```

```
00103         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00104         internal System.Windows.Controls.RadioButton btnProfile;
00105 
00106         #line default
00107         #line hidden
00108 
00109 
00110         #line 156 "..\..\..\Controls\NavigationBar.xaml"
00111         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00112         internal System.Windows.Controls.RadioButton btnHelp;
00113 
00114         #line default
00115         #line hidden
00116 
00117         private bool _contentLoaded;
00118 
00122         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00123         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00124         public void InitializeComponent() {
00125             if (_contentLoaded) {
00126                 return;
00127             }
00128             _contentLoaded = true;
00129             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/controls/navigationbar.xaml", System.UriKind.Relative);
00130 
00131             #line 1 "..\..\..\Controls\NavigationBar.xaml"
00132             System.Windows.Application.LoadComponent(this, resourceLocater);
00133 
00134             #line default
00135             #line hidden
00136         }
00137 
00138         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00139         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00140 
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00141         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00142         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00143         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00144         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00145             switch (connectionId)
00146             {
00147             case 1:
00148             this.btnFacebook = ((System.Windows.Controls.Button)(target));
00149             return;
00150             case 2:
00151             this.btnInstagram = ((System.Windows.Controls.Button)(target));
00152             return;
00153             case 3:
00154             this.btnTwitter = ((System.Windows.Controls.Button)(target));
00155             return;
00156             case 4:
00157             this.btnHome = ((System.Windows.Controls.RadioButton)(target));
00158             return;
00159             case 5:
00160             this.btnTrackGame = ((System.Windows.Controls.RadioButton)(target));
00161             return;
00162             case 6:
00163             this.btnViewStats = ((System.Windows.Controls.RadioButton)(target));
00164             return;
00165             case 7:
00166             this.btnConfiguration = ((System.Windows.Controls.RadioButton)(target));
00167             return;
00168             case 8:
00169             this.btnProfile = ((System.Windows.Controls.RadioButton)(target));
00170             return;
00171             case 9:
00172             this.btnHelp = ((System.Windows.Controls.RadioButton)(target));
00173             return;
00174             }
00175             this._contentLoaded = true;
00176         }
00177     }
00178 }
00179 
```

## 7.41 NavigationBar.g.i.cs

```
00001 #pragma checksum "..\..\..\Controls\NavigationBar.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "F8DA2876195EA9D101642A47200FD9D74B09B561970E8026D28B3B37E846A1D7"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.Interfaces.Navigators;
00013 using HandballStatistics.Services.Converters;
00014 using HandballStatistics.ViewModels;
00015 using System;
00016 using System.Diagnostics;
00017 using System.Windows;
00018 using System.Windows.Automation;
00019 using System.Windows.Controls;
00020 using System.Windows.Controls.Primitives;
00021 using System.Windows.Data;
00022 using System.Windows.Documents;
00023 using System.Windows.Ink;
00024 using System.Windows.Input;
00025 using System.Windows.Markup;
00026 using System.Windows.Media;
00027 using System.Windows.Media.Animation;
00028 using System.Windows.Media.Effects;
00029 using System.Windows.Media.Imaging;
00030 using System.Windows.Media.Media3D;
00031 using System.Windows.Media.TextFormatting;
00032 using System.Windows.Navigation;
00033 using System.Windows.Shapes;
00034 using System.Windows.Shell;
00035
00036
00037 namespace HandballStatistics.GUI.Controls {
00038
00039
00043     public partial class NavigationBar : System.Windows.Controls.UserControl,
       System.Windows.Markup.IComponentConnector {
00044
00045
00046         #line 62 "..\..\..\Controls\NavigationBar.xaml"
00047         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00048         internal System.Windows.Controls.Button btnFacebook;
00049
00050         #line default
00051         #line hidden
00052
00053
00054         #line 73 "..\..\..\Controls\NavigationBar.xaml"
00055         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00056         internal System.Windows.Controls.Button btnInstagram;
00057
00058         #line default
00059         #line hidden
00060
00061
00062         #line 85 "..\..\..\Controls\NavigationBar.xaml"
00063         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00064         internal System.Windows.Controls.Button btnTwitter;
00065
00066         #line default
00067         #line hidden
00068
00069
00070         #line 101 "..\..\..\Controls\NavigationBar.xaml"
00071         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00072         internal System.Windows.Controls.RadioButton btnHome;
00073
00074         #line default
00075         #line hidden
00076
00077
00078         #line 112 "..\..\..\Controls\NavigationBar.xaml"
00079         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00080         internal System.Windows.Controls.RadioButton btnTrackGame;
00081
```

```
00082         #line default
00083         #line hidden
00084
00085
00086         #line 123 "..\..\..\Controls\NavigationBar.xaml"
00087         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00088         internal System.Windows.Controls.RadioButton btnViewStats;
00089
00090         #line default
00091         #line hidden
00092
00093
00094         #line 134 "..\..\..\Controls\NavigationBar.xaml"
00095         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00096         internal System.Windows.Controls.RadioButton btnConfiguration;
00097
00098         #line default
00099         #line hidden
00100
00101
00102         #line 145 "..\..\..\Controls\NavigationBar.xaml"
00103         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00104         internal System.Windows.Controls.RadioButton btnProfile;
00105
00106         #line default
00107         #line hidden
00108
00109
00110         #line 156 "..\..\..\Controls\NavigationBar.xaml"
00111         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00112         internal System.Windows.Controls.RadioButton btnHelp;
00113
00114         #line default
00115         #line hidden
00116
00117         private bool _contentLoaded;
00118
00122         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00123         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00124         public void InitializeComponent() {
00125             if (_contentLoaded) {
00126                 return;
00127             }
00128             _contentLoaded = true;
00129             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/controls/navigationbar.xaml", System.UriKind.Relative);
00130
00131             #line 1 "..\..\..\Controls\NavigationBar.xaml"
00132             System.Windows.Application.LoadComponent(this, resourceLocater);
00133
00134             #line default
00135             #line hidden
00136         }
00137
00138         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00139         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00140
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00141         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00142         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00143         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00144         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00145             switch (connectionId)
00146             {
00147             case 1:
00148             this.btnFacebook = ((System.Windows.Controls.Button)(target));
00149             return;
00150             case 2:
00151             this.btnInstagram = ((System.Windows.Controls.Button)(target));
00152             return;
00153             case 3:
00154             this.btnTwitter = ((System.Windows.Controls.Button)(target));
00155             return;
00156             case 4:
00157             this.btnHome = ((System.Windows.Controls.RadioButton)(target));
00158             return;
00159             case 5:
00160             this.btnTrackGame = ((System.Windows.Controls.RadioButton)(target));
00161             return;
00162             case 6:
```

```
00163             this.btnViewStats = ((System.Windows.Controls.RadioButton)(target));
00164             return;
00165             case 7:
00166             this.btnConfiguration = ((System.Windows.Controls.RadioButton)(target));
00167             return;
00168             case 8:
00169             this.btnProfile = ((System.Windows.Controls.RadioButton)(target));
00170             return;
00171             case 9:
00172             this.btnHelp = ((System.Windows.Controls.RadioButton)(target));
00173             return;
00174             }
00175             this._contentLoaded = true;
00176         }
00177     }
00178 }
00179
```

## 7.42 GeneratedInternalTypeHelper.g.cs

```
00001
00002
```

## 7.43 GeneratedInternalTypeHelper.g.i.cs

```
00001 //------------------------------------------------------------------------------
00002 // <auto-generated>
00003 //     This code was generated by a tool.
00004 //     Runtime Version:4.0.30319.42000
00005 //
00006 //     Changes to this file may cause incorrect behavior and will be lost if
00007 //     the code is regenerated.
00008 // </auto-generated>
00009 //------------------------------------------------------------------------------
00010
00011 namespace XamlGeneratedNamespace {
00012
00013
00017     [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00018     [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00019     [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00020     public sealed class GeneratedInternalTypeHelper : System.Windows.Markup.InternalTypeHelper {
00021
00025         protected override object CreateInstance(System.Type type, System.Globalization.CultureInfo
      culture) {
00026             return System.Activator.CreateInstance(type, ((System.Reflection.BindingFlags.Public |
      System.Reflection.BindingFlags.NonPublic)
00027                         | (System.Reflection.BindingFlags.Instance |
      System.Reflection.BindingFlags.CreateInstance)), null, null, culture);
00028         }
00029
00033         protected override object GetPropertyValue(System.Reflection.PropertyInfo propertyInfo, object
      target, System.Globalization.CultureInfo culture) {
00034             return propertyInfo.GetValue(target, System.Reflection.BindingFlags.Default, null, null,
      culture);
00035         }
00036
00040         protected override void SetPropertyValue(System.Reflection.PropertyInfo propertyInfo, object
      target, object value, System.Globalization.CultureInfo culture) {
00041             propertyInfo.SetValue(target, value, System.Reflection.BindingFlags.Default, null, null,
      culture);
00042         }
00043
00047         protected override System.Delegate CreateDelegate(System.Type delegateType, object target,
      string handler) {
00048             return ((System.Delegate)(target.GetType().InvokeMember("_CreateDelegate",
      (System.Reflection.BindingFlags.InvokeMethod
00049                         | (System.Reflection.BindingFlags.NonPublic |
      System.Reflection.BindingFlags.Instance)), null, target, new object[] {
00050                         delegateType,
00051                         handler}, null)));
00052         }
00053
00057         protected override void AddEventHandler(System.Reflection.EventInfo eventInfo, object target,
      System.Delegate handler) {
00058             eventInfo.AddEventHandler(target, handler);
00059         }
00060     }
00061 }
00062
```

## 7.44 MainWindow.g.cs

```
00001 #pragma checksum "..\..\MainWindow.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "7139500E1A28EB6179254A15BE65D569CFCFB539C625552CF97F977CA05CF93E"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.GUI.Controls;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI {
00036
00037
00041     public partial class MainWindow : System.Windows.Window, System.Windows.Markup.IComponentConnector
       {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
       System.Uri("/HandballStatistics.GUI;component/mainwindow.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\MainWindow.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
       [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
       "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
       "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.45 MainWindow.g.i.cs

```
00001 #pragma checksum "..\..\MainWindow.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "7139500E1A28EB6179254A15BE65D569CFCFB539C625552CF97F977CA05CF93E"
```

```
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.GUI.Controls;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI {
00036
00037
00041     public partial class MainWindow : System.Windows.Window, System.Windows.Markup.IComponentConnector
      {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/mainwindow.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\MainWindow.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.46 NavigationBarButtons.g.i.cs

```
00001 #pragma checksum "..\..\..\..\Styles\Controls\NavigationBarButtons.xaml"
       "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "7C85CA64F40B3FF96380DAAE615E990D5F0E7CB2D1D67AF6D5D9E2D91239DFAE"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
```

```
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.GUI.Styles.Controls;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Styles.Controls {
00036
00037
00041     public partial class NavigationBarButtons : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/styles/controls/navigationbarbuttons.xaml",
      System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\..\Styles\Controls\NavigationBarButtons.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.47 ConfigurationView.g.cs

```
00001 #pragma checksum "..\..\..\Views\ConfigurationView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "F1C0FC702A95D4B7243E18F55FB2BA094B564C50C6332B533B4624DA87351E85"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
```

```
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class ConfigurationView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/configurationview.xaml",
      System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ConfigurationView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.48 ConfigurationView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\ConfigurationView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "F1C0FC702A95D4B7243E18F55FB2BA094B564C50C6332B533B4624DA87351E85"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
```

```
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class ConfigurationView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/configurationview.xaml",
      System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ConfigurationView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.49 HelpView.g.cs

```
00001 #pragma checksum "..\..\..\Views\HelpView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "17815DFB7F0ED3C9ACF9FC3534B372C3130BB20FD05FC32331A5877580E5A176"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
```

```
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class HelpView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/helpview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\HelpView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.50 HelpView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\HelpView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "17815DFB7F0ED3C9ACF9FC3534B372C3130BB20FD05FC32331A5877580E5A176"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
```

```
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class HelpView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/helpview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\HelpView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.51 HomeView.g.cs

```
00001 #pragma checksum "..\..\..\Views\HomeView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "DA65C826E06C04DAB798D7409D22803ACF2308E2ED5DD438159BFDB9838EE5EE"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
```

```
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class HomeView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/homeview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\HomeView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.52 HomeView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\HomeView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "DA65C826E06C04DAB798D7409D22803ACF2308E2ED5DD438159BFDB9838EE5EE"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
```

```
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class HomeView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/homeview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\HomeView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.53 LoginView.g.cs

```
00001 #pragma checksum "..\..\..\Views\LoginView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "06DEB2774BD9F7BEB770D05F8BEAEE0DC7C7E8F4159CADBBCF3EFD8B627D32E1"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
```

```
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class LoginView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043
00044         #line 77 "..\..\..\Views\LoginView.xaml"
00045         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00046         internal System.Windows.Controls.PasswordBox pbPassword;
00047
00048         #line default
00049         #line hidden
00050
00051
00052         #line 82 "..\..\..\Views\LoginView.xaml"
00053         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00054         internal System.Windows.Controls.Button btnLogin;
00055
00056         #line default
00057         #line hidden
00058
00059
00060         #line 89 "..\..\..\Views\LoginView.xaml"
00061         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00062         internal System.Windows.Controls.Button btnRegister;
00063
00064         #line default
00065         #line hidden
00066
00067         private bool _contentLoaded;
00068
00072         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00073         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00074         public void InitializeComponent() {
00075             if (_contentLoaded) {
00076                 return;
00077             }
00078             _contentLoaded = true;
00079             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/loginview.xaml", System.UriKind.Relative);
00080
00081             #line 1 "..\..\..\Views\LoginView.xaml"
00082             System.Windows.Application.LoadComponent(this, resourceLocater);
00083
00084             #line default
00085             #line hidden
00086         }
00087
00088         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00089         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00090
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00091         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00092         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00093         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00094         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00095             switch (connectionId)
00096             {
00097             case 1:
00098             this.pbPassword = ((System.Windows.Controls.PasswordBox)(target));
00099             return;
00100             case 2:
00101             this.btnLogin = ((System.Windows.Controls.Button)(target));
00102
00103             #line 86 "..\..\..\Views\LoginView.xaml"
00104             this.btnLogin.Click += new System.Windows.RoutedEventHandler(this.btnLogin_Click);
00105
00106             #line default
00107             #line hidden
00108             return;
00109             case 3:
00110             this.btnRegister = ((System.Windows.Controls.Button)(target));
00111             return;
00112             }
00113             this._contentLoaded = true;
```

```
00114         }
00115     }
00116 }
00117
```

## 7.54 LoginView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\LoginView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "06DEB2774BD9F7BEB770D05F8BEAEE0DC7C7E8F4159CADBBCF3EFD8B627D32E1"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class LoginView : System.Windows.Controls.UserControl,
       System.Windows.Markup.IComponentConnector {
00042
00043
00044         #line 77 "..\..\..\Views\LoginView.xaml"
00045         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00046         internal System.Windows.Controls.PasswordBox pbPassword;
00047
00048         #line default
00049         #line hidden
00050
00051
00052         #line 82 "..\..\..\Views\LoginView.xaml"
00053         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00054         internal System.Windows.Controls.Button btnLogin;
00055
00056         #line default
00057         #line hidden
00058
00059
00060         #line 89 "..\..\..\Views\LoginView.xaml"
00061         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
       "CA1823:AvoidUnusedPrivateFields")]
00062         internal System.Windows.Controls.Button btnRegister;
00063
00064         #line default
00065         #line hidden
00066
00067         private bool _contentLoaded;
00068
00072         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00073         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00074         public void InitializeComponent() {
00075             if (_contentLoaded) {
00076                 return;
00077             }
```

```
00078             _contentLoaded = true;
00079             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/loginview.xaml", System.UriKind.Relative);
00080
00081             #line 1 "..\..\..\Views\LoginView.xaml"
00082             System.Windows.Application.LoadComponent(this, resourceLocater);
00083
00084             #line default
00085             #line hidden
00086         }
00087
00088         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00089         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00090
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00091         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00092         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00093         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00094         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00095             switch (connectionId)
00096             {
00097             case 1:
00098             this.pbPassword = ((System.Windows.Controls.PasswordBox)(target));
00099             return;
00100             case 2:
00101             this.btnLogin = ((System.Windows.Controls.Button)(target));
00102
00103             #line 86 "..\..\..\Views\LoginView.xaml"
00104             this.btnLogin.Click += new System.Windows.RoutedEventHandler(this.btnLogin_Click);
00105
00106             #line default
00107             #line hidden
00108             return;
00109             case 3:
00110             this.btnRegister = ((System.Windows.Controls.Button)(target));
00111             return;
00112             }
00113             this._contentLoaded = true;
00114         }
00115     }
00116 }
00117
```

## 7.55 ProfileView.g.cs

```
00001 #pragma checksum "..\..\..\Views\ProfileView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "578CC8A153149809BE83FA13848277657725CB11C81ECBE34D754712304F5CD7"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
```

```
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class ProfileView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/profileview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ProfileView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.56 ProfileView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\ProfileView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "578CC8A153149809BE83FA13848277657725CB11C81ECBE34D754712304F5CD7"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
```

```
00041     public partial class ProfileView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/profileview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ProfileView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.57 TrackGameView.g.cs

```
00001 #pragma checksum "..\..\..\Views\TrackGameView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "A9852CA9BB18EA20991DA2029458003FD012CEB2295A9DD3153BB958685EA852"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class TrackGameView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043
```

```
00044         #line 38 "..\..\..\Views\TrackGameView.xaml"
00045         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00046         internal System.Windows.Controls.Button btnStartTracking;
00047 
00048         #line default
00049         #line hidden
00050 
00051         private bool _contentLoaded;
00052 
00056         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00057         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00058         public void InitializeComponent() {
00059             if (_contentLoaded) {
00060                 return;
00061             }
00062             _contentLoaded = true;
00063             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/trackgameview.xaml", System.UriKind.Relative);
00064 
00065             #line 1 "..\..\..\Views\TrackGameView.xaml"
00066             System.Windows.Application.LoadComponent(this, resourceLocater);
00067 
00068             #line default
00069             #line hidden
00070         }
00071 
00072         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00073         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00074 
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00075         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00076         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00077         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00078         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00079             switch (connectionId)
00080             {
00081             case 1:
00082             this.btnStartTracking = ((System.Windows.Controls.Button)(target));
00083             return;
00084             }
00085             this._contentLoaded = true;
00086         }
00087     }
00088 }
00089 
```

# 7.58 TrackGameView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\TrackGameView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "A9852CA9BB18EA20991DA2029458003FD012CEB2295A9DD3153BB958685EA852"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011 
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
```

```
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class TrackGameView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043
00044         #line 38 "..\..\..\Views\TrackGameView.xaml"
00045         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1823:AvoidUnusedPrivateFields")]
00046         internal System.Windows.Controls.Button btnStartTracking;
00047
00048         #line default
00049         #line hidden
00050
00051         private bool _contentLoaded;
00052
00056         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00057         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00058         public void InitializeComponent() {
00059             if (_contentLoaded) {
00060                 return;
00061             }
00062             _contentLoaded = true;
00063             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/trackgameview.xaml", System.UriKind.Relative);
00064
00065             #line 1 "..\..\..\Views\TrackGameView.xaml"
00066             System.Windows.Application.LoadComponent(this, resourceLocater);
00067
00068             #line default
00069             #line hidden
00070         }
00071
00072         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00073         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00074
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00075         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00076         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00077         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00078         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00079             switch (connectionId)
00080             {
00081             case 1:
00082             this.btnStartTracking = ((System.Windows.Controls.Button)(target));
00083             return;
00084             }
00085             this._contentLoaded = true;
00086         }
00087     }
00088 }
00089
```

## 7.59 ViewStatsView.g.cs

```
00001 #pragma checksum "..\..\..\Views\ViewStatsView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
      "06C7C2B004C0666B5BD2B37C24CEA9476C09CA333B8FAB3ABF221CE18182144F"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
```

```
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class ViewStatsView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/viewstatsview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ViewStatsView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

# 7.60 ViewStatsView.g.i.cs

```
00001 #pragma checksum "..\..\..\Views\ViewStatsView.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}"
       "06C7C2B004C0666B5BD2B37C24CEA9476C09CA333B8FAB3ABF221CE18182144F"
00002 //------------------------------------------------------------------------------
00003 // <auto-generated>
00004 //     This code was generated by a tool.
00005 //     Runtime Version:4.0.30319.42000
00006 //
00007 //     Changes to this file may cause incorrect behavior and will be lost if
00008 //     the code is regenerated.
00009 // </auto-generated>
00010 //------------------------------------------------------------------------------
00011
00012 using HandballStatistics.ViewModels;
00013 using System;
00014 using System.Diagnostics;
00015 using System.Windows;
00016 using System.Windows.Automation;
00017 using System.Windows.Controls;
00018 using System.Windows.Controls.Primitives;
00019 using System.Windows.Data;
00020 using System.Windows.Documents;
00021 using System.Windows.Ink;
00022 using System.Windows.Input;
00023 using System.Windows.Markup;
```

```
00024 using System.Windows.Media;
00025 using System.Windows.Media.Animation;
00026 using System.Windows.Media.Effects;
00027 using System.Windows.Media.Imaging;
00028 using System.Windows.Media.Media3D;
00029 using System.Windows.Media.TextFormatting;
00030 using System.Windows.Navigation;
00031 using System.Windows.Shapes;
00032 using System.Windows.Shell;
00033
00034
00035 namespace HandballStatistics.GUI.Views {
00036
00037
00041     public partial class ViewStatsView : System.Windows.Controls.UserControl,
      System.Windows.Markup.IComponentConnector {
00042
00043         private bool _contentLoaded;
00044
00048         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00049         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00050         public void InitializeComponent() {
00051             if (_contentLoaded) {
00052                 return;
00053             }
00054             _contentLoaded = true;
00055             System.Uri resourceLocater = new
      System.Uri("/HandballStatistics.GUI;component/views/viewstatsview.xaml", System.UriKind.Relative);
00056
00057             #line 1 "..\..\..\Views\ViewStatsView.xaml"
00058             System.Windows.Application.LoadComponent(this, resourceLocater);
00059
00060             #line default
00061             #line hidden
00062         }
00063
00064         [System.Diagnostics.DebuggerNonUserCodeAttribute()]
00065         [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]
00066
      [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]
00067         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design",
      "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]
00068         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability",
      "CA1502:AvoidExcessiveComplexity")]
00069         [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1800:DoNotCastUnnecessarily")]
00070         void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {
00071             this._contentLoaded = true;
00072         }
00073     }
00074 }
00075
```

## 7.61 Resources.Designer.cs

```
00001 //------------------------------------------------------------------------------
00002 // <auto-generated>
00003 //     This code was generated by a tool.
00004 //     Runtime Version:4.0.30319.42000
00005 //
00006 //     Changes to this file may cause incorrect behavior and will be lost if
00007 //     the code is regenerated.
00008 // </auto-generated>
00009 //------------------------------------------------------------------------------
00010
00011
00012 namespace HandballStatistics.GUI.Properties
00013 {
00017     // This class was auto-generated by the StronglyTypedResourceBuilder
00018     // class via a tool like ResGen or Visual Studio.
00019     // To add or remove a member, edit your .ResX file then rerun ResGen
00020     // with the /str option, or rebuild your VS project.
00021
      [global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
      "4.0.0.0")]
00022     [global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
00023     [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
00024     internal class Resources
00025     {
00026
00027         private static global::System.Resources.ResourceManager resourceMan;
00028
00029         private static global::System.Globalization.CultureInfo resourceCulture;
```

```
00030
00031         [global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
      "CA1811:AvoidUncalledPrivateCode")]
00032         internal Resources()
00033         {
00034         }
00035
00039
      [global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
00040         internal static global::System.Resources.ResourceManager ResourceManager
00041         {
00042             get
00043             {
00044                 if ((resourceMan == null))
00045                 {
00046                     global::System.Resources.ResourceManager temp = new
      global::System.Resources.ResourceManager("HandballStatistics.GUI.Properties.Resources",
      typeof(Resources).Assembly);
00047                     resourceMan = temp;
00048                 }
00049                 return resourceMan;
00050             }
00051         }
00052
00057
      [global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
00058         internal static global::System.Globalization.CultureInfo Culture
00059         {
00060             get
00061             {
00062                 return resourceCulture;
00063             }
00064             set
00065             {
00066                 resourceCulture = value;
00067             }
00068         }
00069     }
00070 }
```

## 7.62 Settings.Designer.cs

```
00001 //------------------------------------------------------------------------------
00002 // <auto-generated>
00003 //     This code was generated by a tool.
00004 //     Runtime Version:4.0.30319.42000
00005 //
00006 //     Changes to this file may cause incorrect behavior and will be lost if
00007 //     the code is regenerated.
00008 // </auto-generated>
00009 //------------------------------------------------------------------------------
00010
00011
00012 namespace HandballStatistics.GUI.Properties
00013 {
00014     [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
00015
      [global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.SettingsDesigner.SettingsSingle
      "11.0.0.0")]
00016     internal sealed partial class Settings : global::System.Configuration.ApplicationSettingsBase
00017     {
00018
00019         private static Settings defaultInstance =
      ((Settings)(global::System.Configuration.ApplicationSettingsBase.Synchronized(new Settings())));
00020
00021         public static Settings Default
00022         {
00023             get
00024             {
00025                 return defaultInstance;
00026             }
00027         }
00028     }
00029 }
```

## 7.63 ConfigurationView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
```

```
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class ConfigurationView : UserControl
00022     {
00023         public ConfigurationView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.64 HelpView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class HelpView : UserControl
00022     {
00023         public HelpView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.65 HomeView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class HomeView : UserControl
00022     {
00023         public HomeView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.66 LoginView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class LoginView : UserControl
00022     {
00023         public static readonly DependencyProperty LoginCommandProperty =
00024             DependencyProperty.Register("LoginCommand", typeof(ICommand), typeof(LoginView), new
       PropertyMetadata(null));
00025
00026         public ICommand LoginCommand
00027         {
00028             get { return (ICommand)GetValue(LoginCommandProperty); }
00029             set { SetValue(LoginCommandProperty, value); }
00030         }
00031
00032         public LoginView()
00033         {
00034             InitializeComponent();
00035         }
00036
00037         private void btnLogin_Click(object sender, RoutedEventArgs e)
00038         {
00039             if(LoginCommand != null)
00040             {
00041                 string password = pbPassword.Password;
00042                 LoginCommand.Execute(password);
00043             }
00044
00045         }
00046     }
00047 }
```

## 7.67 ProfileView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class ProfileView : UserControl
00022     {
00023         public ProfileView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.68 TrackGameView.xaml.cs

```
00001 using System;
```

```
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class TrackGameView : UserControl
00022     {
00023         public TrackGameView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.69 ViewStatsView.xaml.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows;
00007 using System.Windows.Controls;
00008 using System.Windows.Data;
00009 using System.Windows.Documents;
00010 using System.Windows.Input;
00011 using System.Windows.Media;
00012 using System.Windows.Media.Imaging;
00013 using System.Windows.Navigation;
00014 using System.Windows.Shapes;
00015
00016 namespace HandballStatistics.GUI.Views
00017 {
00021     public partial class ViewStatsView : UserControl
00022     {
00023         public ViewStatsView()
00024         {
00025             InitializeComponent();
00026         }
00027     }
00028 }
```

## 7.70 IAuthenticator.cs

```
00001 using HandballStatistics.Interfaces.Services;
00002 using HandballStatistics.Models;
00003 using System;
00004 using System.Collections.Generic;
00005 using System.Linq;
00006 using System.Text;
00007 using System.Threading.Tasks;
00008
00009 namespace HandballStatistics.Interfaces.Authenticators
00010 {
00011     public interface IAuthenticator
00012     {
00013         Account CurrentAccount { get; }
00014
00015         bool IsLoggedIn { get; }
00016
00017         Task<RegistrationResult> Register(string username, string email, string password, string
      confirmPassword);
00018
00019         Task<bool> Login(string username, string password);
00020
00021         void Logout();
00022
00023     }
00024 }
```

## 7.71 IWebsite.cs

```
00001 namespace HandballStatistics.Interfaces.Models
00002 {
00003     public interface IWebsite
00004     {
00005         string Name { get; set; }
00006 
00007         string URL { get; set; }
00008     }
00009 }
```

## 7.72 INavigator.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using System.Windows.Input;
00003 
00004 namespace HandballStatistics.Interfaces.Navigators
00005 {
00006     public enum ViewType
00007     {
00008         Login,
00009         Home,
00010         TrackGame,
00011         ViewStats,
00012         Configuration,
00013         Profile,
00014         Help
00015     }
00016 
00017     public interface INavigator
00018     {
00019         IViewModelBase CurrentViewModel { get; set; }
00020     }
00021 }
```

## 7.73 IRenavigator.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 
00007 namespace HandballStatistics.Interfaces.Navigators
00008 {
00009     public interface IRenavigator
00010     {
00011         void Renavigate();
00012     }
00013 }
```

## 7.74 IWebNavigator.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006 using System.Windows.Input;
00007 
00008 namespace HandballStatistics.Interfaces.Navigators
00009 {
00010     public enum Link
00011     {
00012         Facebook,
00013         Instagram,
00014         Twitter
00015     }
00016 
00017     public interface IWebNavigator
00018     {
00019         ICommand GoToWebsiteCommand { get; }
00020     }
00021 }
```

## 7.75 IAccountDataService.cs

```
00001 using HandballStatistics.Interfaces.Services;
00002 using HandballStatistics.Models;
00003 using System;
00004 using System.Collections.Generic;
00005 using System.Linq;
00006 using System.Text;
00007 using System.Threading.Tasks;
00008
00009 namespace HandballStatistics.Interfaces.Services
00010 {
00011     public interface IAccountDataService : IDataService<Account>
00012     {
00013         Task<Account> GetByUsername(string username);
00014
00015         Task<Account> GetByEmail(string email);
00016     }
00017 }
```

## 7.76 IAuthenticationService.cs

```
00001 using HandballStatistics.Models;
00002 using System.Threading.Tasks;
00003
00004 namespace HandballStatistics.Interfaces.Services
00005 {
00006     public enum RegistrationResult
00007     {
00008         Success,
00009         PasswordsDoNotMatch,
00010         EmailAlreadyExists,
00011         UsernameAlrreadyExists
00012     }
00013
00014     public interface IAuthenticationService
00015     {
00016         Task<RegistrationResult> Register(string username, string email, string password, string
      confirmPassword);
00017
00018         Task<Account> Login(string username, string password);
00019     }
00020 }
```

## 7.77 IDataService.cs

```
00001 using System.Collections.Generic;
00002 using System.Threading.Tasks;
00003
00004 namespace HandballStatistics.Interfaces.Services
00005 {
00006     public interface IDataService<T>
00007     {
00008         Task<bool> Init();
00009
00010         Task<IEnumerable<T» GetAll();
00011
00012         Task<T> Get(int id);
00013
00014         Task<T> Create(T entity);
00015
00016         Task<bool> Delete(int id);
00017
00018         Task<T> Update(int id, T entity);
00019     }
00020 }
```

## 7.78 ILoginViewModel.cs

```
00001 namespace HandballStatistics.Interfaces.ViewModels
00002 {
00003     public interface ILoginViewModel
00004     {
00005         string Username { get; set; }
00006
```

```
00007         string Password { get; set; }
00008     }
00009 }
```

## 7.79 IViewModelAbstractFactory.cs

```
00001 using HandballStatistics.Interfaces.Navigators;
00002
00003 namespace HandballStatistics.Interfaces.ViewModels
00004 {
00005     public interface IViewModelAbstractFactory
00006     {
00007         IViewModelBase CreateViewModel(ViewType viewType);
00008     }
00009 }
```

## 7.80 IViewModelBase.cs

```
00001 using System.ComponentModel;
00002
00003 namespace HandballStatistics.Interfaces.ViewModels
00004 {
00005     public interface IViewModelBase : INotifyPropertyChanged
00006     {
00007         void OnPropertyChanged(string propertyName);
00008     }
00009 }
```

## 7.81 IViewModelFactory.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003 using System.Linq;
00004 using System.Text;
00005 using System.Threading.Tasks;
00006
00007 namespace HandballStatistics.Interfaces.ViewModels
00008 {
00009     public interface IViewModelFactory<T> where T : IViewModelBase
00010     {
00011         T CreateViewModel();
00012     }
00013 }
```

## 7.82 Account.cs

```
00001 namespace HandballStatistics.Models
00002 {
00007     public class Account : DomainObject
00008     {
00009         #region----------------------------Constructor,Destrucor,Dispose,Clone----------------
00015         public Account(User user) : base()
00016         {
00017             this.AccountHolder = user;
00018             this.AccountHolderId = user.Id;
00019         }
00020
00025         private Account()
00026         {
00027         }
00028         #endregion
00029
00030         #region----------------------------Properties, Indexer--------------------------------
00034         public int AccountHolderId { get; set; }
00035
00039         public User AccountHolder { get; set; }
00040
00041         #endregion
00042     }
00043 }
```

## 7.83 Country.cs

```
00001 using System.Collections.Generic;
00002
00003 namespace HandballStatistics.Models
00004 {
00009     public class Country : DomainObject
00010     {
00011         #region----------------------------Properties, Indexer--------------------------------
00015         public string Name { get; set; }
00016
00020         public ICollection<Team> Teams { get; set; }
00021
00025         public ICollection<Hall> Halls { get; set; }
00026
00030         public ICollection<League> Leagues { get; set; }
00031         #endregion
00032     }
00033 }
```

## 7.84 DomainObject.cs

```
00001 namespace HandballStatistics.Models
00002 {
00006     public class DomainObject
00007     {
00008         #region ------------------------------ Properties, Indexer
      ------------------------------------------------
00012         public int Id { get; set; }
00013         #endregion
00014     }
00015 }
```

## 7.85 Hall.cs

```
00001 namespace HandballStatistics.Models
00002 {
00007     public class Hall : DomainObject
00008     {
00009         #region----------------------------Properties, Indexer--------------------------------
00013         public string Name { get; set; }
00014
00018         public string Address { get; set; }
00019
00023         public int CountryId { get; set; }
00024         #endregion
00025     }
00026 }
```

## 7.86 League.cs

```
00001 using System.Collections.Generic;
00002
00003 namespace HandballStatistics.Models
00004 {
00009     public class League : DomainObject
00010     {
00011         #region----------------------------Properties, Indexer--------------------------------
00015         public string Name { get; set; }
00016
00020         public string Abbrevation { get; set; }
00021
00025         public int CountryId { get; set; }
00026
00030         public ICollection<Team> Teams { get; set; }
00031         #endregion
00032     }
00033 }
```

## 7.87 Match.cs

```
00001 using System;
00002 using System.Collections.Generic;
00003
00004 namespace HandballStatistics.Models
00005 {
00010     public class Match : DomainObject
00011     {
00012         #region------------------------------Properties, Indexer--------------------------------
00016         public string Name { get; set; }
00017
00021         public DateTime Date { get; set; }
00022
00026         public string FileName { get; set; }
00027
00031         public ICollection<Shot> Shots { get; set; }
00032         #endregion
00033     }
00034 }
```

## 7.88 ObserveableObject.cs

```
00001 using System.ComponentModel;
00002
00003 namespace HandballStatistics.Models
00004 {
00009     public class ObservableObject : INotifyPropertyChanged
00010     {
00011         #region------------------------------Events-----------------------------------------------
00015         public event PropertyChangedEventHandler PropertyChanged;
00016         #endregion
00017
00018         #region------------------------------Methods----------------------------------------------
00023         protected void OnPropertyChanged(string propertyName)
00024         {
00025             this.PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(propertyName));
00026         }
00027         #endregion
00028     }
00029 }
```

## 7.89 Player.cs

```
00001 namespace HandballStatistics.Models
00002 {
00007     public class Player : DomainObject
00008     {
00009         #region------------------------------Properties, Indexer--------------------------------
00013         public string FirstName { get; set; }
00014
00018         public string LastName { get; set; }
00019
00023         public int JerseyNumber { get; set; }
00024
00028         public int Goals { get; set; }
00029
00033         public int TeamId { get; set; }
00034         #endregion
00035
00036         #region------------------------------Methods----------------------------------------------
00041         public string FullName()
00042         {
00043             return $"{this.FirstName} {this.LastName}";
00044         }
00045         #endregion
00046     }
00047 }
```

## 7.90 Shot.cs

```
00001 using System;
00002
00003 namespace HandballStatistics.Models
00004 {
```

```
00009     public class Shot : DomainObject
00010     {
00011         #region----------------------------Properties, Indexer--------------------------------
00015         public int MatchId { get; set; }
00016
00020         public bool Goal { get; set; }
00021
00025         public int SquareNumber { get; set; }
00026
00030         public DateTime Time { get; set; }
00031
00035         public int PlayerId { get; set; }
00036
00040         public int TeamId { get; set; }
00041         #endregion
00042     }
00043 }
```

## 7.91 Team.cs

```
00001 using System.Collections.Generic;
00002
00003 namespace HandballStatistics.Models
00004 {
00009     public class Team : DomainObject
00010     {
00011         #region----------------------------Properties, Indexer--------------------------------
00015         public string Name { get; set; }
00016
00020         public int LeagueId { get; set; }
00021
00025         public ICollection<Player> Players { get; set; }
00026         #endregion
00027     }
00028 }
```

## 7.92 User.cs

```
00001 using System;
00002
00003 namespace HandballStatistics.Models
00004 {
00009     public class User : DomainObject
00010     {
00011         #region ------------------------------ Properties, Indexer
 ------------------------------------------------
00012
00016         public string UserName { get; set; }
00017
00021         public string Email { get; set; }
00022
00026         public string Password { get; set; }
00027
00031         public DateTime DateJoined { get; set; }
00032
00033         #endregion
00034     }
00035 }
```

## 7.93 AuthenticationService.cs

```
00001 using HandballStatistics.Exceptions;
00002 using HandballStatistics.Interfaces.Services;
00003 using HandballStatistics.Models;
00004 using System;
00005 using System.Threading.Tasks;
00006
00007 namespace HandballStatistics.Services.AuthenticationServices
00008 {
00013     public class AuthenticationService : IAuthenticationService
00014     {
00015         #region----------------------------Fields-----------------------------------------------
00020         private readonly IAccountDataService accountService;
00021         #endregion
00022
```

```
00023         #region----------------------------Constructor,Destrucor,Dispose,Clone----------------
00029         public AuthenticationService(IAccountDataService accountService)
00030         {
00031             this.accountService = accountService;
00032         }
00033         #endregion
00034
00035         #region----------------------------Methods---------------------------------------------
00043         public async Task<Account> Login(string username, string password)
00044         {
00045             Account storedAccount = await this.accountService.GetByUsername(username);
00046
00047             return (storedAccount.AccountHolder.Password != password) ? throw new
      InvalidPasswordException(username, password) : storedAccount;
00048         }
00049
00057         public async Task<RegistrationResult> Register(string username, string email, string password,
      string confirmPassword)
00058         {
00059             RegistrationResult registrationResult = RegistrationResult.Success;
00060
00061             if (password != confirmPassword)
00062             {
00063                 registrationResult = RegistrationResult.PasswordsDoNotMatch;
00064             }
00065
00066             Account emailAccount = await this.accountService.GetByEmail(email);
00067
00068             if (emailAccount != null)
00069             {
00070                 registrationResult = RegistrationResult.EmailAlreadyExists;
00071             }
00072
00073             Account usernameAccount = await this.accountService.GetByUsername(username);
00074
00075             if (usernameAccount != null)
00076             {
00077                 registrationResult = RegistrationResult.UsernameAlrreadyExists;
00078             }
00079
00080             if (registrationResult == RegistrationResult.Success)
00081             {
00082                 User user = new User()
00083                 {
00084                     UserName = username,
00085                     Email = email,
00086                     Password = password,
00087                     DateJoined = DateTime.Now.Date
00088                 };
00089
00090                 Account account = new Account(user);
00091
00092                 await this.accountService.Create(account);
00093             }
00094
00095             return registrationResult;
00096         }
00097         #endregion
00098
00099
00100
00101
00102
00103     }
00104 }
```

# 7.94 Authenticator.cs

```
00001 using HandballStatistics.Interfaces.Authenticators;
00002 using HandballStatistics.Interfaces.Services;
00003 using HandballStatistics.Models;
00004 using System;
00005 using System.Threading.Tasks;
00006
00007 namespace HandballStatistics.Services.AuthenticationServices
00008 {
00014     public class Authenticator : ObservableObject, IAuthenticator
00015     {
00016         #region----------------------------Fields----------------------------------------------
00021         private Account currentAccount;
00022
00027         private readonly IAuthenticationService authenticationService;
00028         #endregion
```

```
00029
00030         #region-----------------------------Constructor,Destrucor,Dispose,Clone---------------
00036         public Authenticator(IAuthenticationService authenticationService)
00037         {
00038             this.authenticationService = authenticationService;
00039         }
00040         #endregion
00041
00042         #region-----------------------------Properties, Indexer-------------------------------
00048         public Account CurrentAccount
00049         {
00050             get => this.currentAccount;
00051             private set
00052             {
00053                 this.currentAccount = value;
00054                 OnPropertyChanged(nameof(this.CurrentAccount));
00055                 OnPropertyChanged(nameof(this.IsLoggedIn));
00056             }
00057         }
00058
00065         public bool IsLoggedIn => this.CurrentAccount != null;
00066         #endregion
00067
00068         #region-----------------------------Methods-------------------------------------------
00076         public async Task<bool> Login(string username, string password)
00077         {
00078             bool success = true;
00079
00080             try
00081             {
00082                 this.CurrentAccount = await this.authenticationService.Login(username, password);
00083             }
00084             catch (Exception)
00085             {
00086                 success = false;
00087             }
00088
00089             return success;
00090         }
00091
00096         public void Logout()
00097         {
00098             this.CurrentAccount = null;
00099         }
00100
00110         public async Task<RegistrationResult> Register(string username, string email, string password,
      string confirmPassword)
00111         {
00112             return await this.authenticationService.Register(username, email, password,
      confirmPassword);
00113         }
00114         #endregion
00115     }
00116 }
```

## 7.95 EqualValueToParameterConverter.cs

```
00001 using System;
00002 using System.Globalization;
00003 using System.Windows.Data;
00004
00005 namespace HandballStatistics.Services.Converters
00006 {
00007     public class EqualValueToParameterConverter : IValueConverter
00008     {
00009         public object Convert(object value, Type targetType, object parameter, CultureInfo culture)
00010         {
00011             return value.ToString() == parameter.ToString();
00012         }
00013
00014         public object ConvertBack(object value, Type targetType, object parameter, CultureInfo
      culture)
00015         {
00016             throw new NotImplementedException();
00017         }
00018     }
00019 }
```

## 7.96 AccountDataService.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
```

```
00002 using HandballStatistics.Interfaces.Services;
00003 using HandballStatistics.Models;
00004 using System;
00005 using System.Collections.Generic;
00006 using System.Data.Entity;
00007 using System.Data.SqlClient;
00008 using System.Threading.Tasks;
00009
00010 namespace HandballStatistics.Services.DbServices
00011 {
00012     public class AccountDataService : IAccountDataService
00013     {
00014         private readonly HandballStatisticsDbContext context;
00015
00016         private readonly NonQueryDataService<Account> nonQueryDataService;
00017
00018         public AccountDataService(HandballStatisticsDbContext context)
00019         {
00020             this.context = context;
00021             this.nonQueryDataService = new NonQueryDataService<Account>(context);
00022         }
00023
00024         public async Task<Account> Create(Account entity)
00025         {
00026             using (HandballStatisticsDbContext context = this.context.CreateContext())
00027             {
00028                 return await this.nonQueryDataService.Create(entity);
00029             }
00030         }
00031
00032         public async Task<bool> Delete(int id)
00033         {
00034             using (HandballStatisticsDbContext context = this.context.CreateContext())
00035             {
00036                 return await this.nonQueryDataService.Delete(id);
00037             }
00038         }
00039
00040         public async Task<Account> Update(int id, Account entity)
00041         {
00042             using (HandballStatisticsDbContext context = this.context.CreateContext())
00043             {
00044                 return await this.nonQueryDataService.Update(id, entity);
00045             }
00046         }
00047
00048         public async Task<Account> Get(int id)
00049         {
00050             using (HandballStatisticsDbContext context = this.context.CreateContext())
00051             {
00052                 Account entity = await context.Accounts
00053                     .Include(a => a.AccountHolder)
00054                     .FirstOrDefaultAsync((e) => e.Id == id);
00055                 return entity;
00056             }
00057         }
00058
00059         public async Task<IEnumerable<Account» GetAll()
00060         {
00061             using (HandballStatisticsDbContext context = this.context.CreateContext())
00062             {
00063                 IEnumerable<Account> entities = await context.Accounts
00064                     .Include(a => a.AccountHolder)
00065                     .ToListAsync();
00066                 return entities;
00067             }
00068         }
00069
00070         public Task<bool> Init()
00071         {
00072             using (HandballStatisticsDbContext context = this.context.CreateContext())
00073             {
00074                 try
00075                 {
00076                     context.Database.Connection.Open();
00077                     context.Database.Connection.Close();
00078                 }
00079                 catch (SqlException)
00080                 {
00081                     return Task.FromResult(false);
00082                 }
00083
00084                 return Task.FromResult(true);
00085             }
00086         }
00087
00088         public async Task<Account> GetByEmail(string email)
```

```
00089         {
00090             using (HandballStatisticsDbContext context = this.context.CreateContext())
00091             {
00092                 return await context.Accounts
00093                     .Include(a => a.AccountHolder)
00094                     .FirstOrDefaultAsync(a => a.AccountHolder.Email == email);
00095             }
00096         }
00097 
00098         public async Task<Account> GetByUsername(string username)
00099         {
00100             using (HandballStatisticsDbContext context = this.context.CreateContext())
00101             {
00102                 return await context.Accounts
00103                     .Include(a => a.AccountHolder)
00104                     .FirstOrDefaultAsync(a => a.AccountHolder.UserName == username);
00105             }
00106         }
00107     }
00108 }
```

## 7.97 GenericDataService.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
00002 using HandballStatistics.Interfaces.Services;
00003 using HandballStatistics.Models;
00004 using System.Collections.Generic;
00005 using System.Data.Entity;
00006 using System.Data.SqlClient;
00007 using System.Threading.Tasks;
00008 
00009 namespace HandballStatistics.Services.DbServices
00010 {
00011     public class GenericDataService<T> : IDataService<T> where T : DomainObject
00012     {
00013         private readonly HandballStatisticsDbContext context;
00014         private readonly NonQueryDataService<T> nonQueryDataService;
00015 
00016         public GenericDataService(HandballStatisticsDbContext context)
00017         {
00018             this.context = context;
00019             this.nonQueryDataService = new NonQueryDataService<T>(context);
00020         }
00021 
00022         public async Task<T> Create(T entity)
00023         {
00024             using (HandballStatisticsDbContext context = this.context.CreateContext())
00025             {
00026                 return await this.nonQueryDataService.Create(entity);
00027             }
00028         }
00029 
00030         public async Task<bool> Delete(int id)
00031         {
00032             using (HandballStatisticsDbContext context = this.context.CreateContext())
00033             {
00034                 return await this.nonQueryDataService.Delete(id);
00035             }
00036         }
00037 
00038         public async Task<T> Update(int id, T entity)
00039         {
00040             using (HandballStatisticsDbContext context = this.context.CreateContext())
00041             {
00042                 return await this.nonQueryDataService.Update(id, entity);
00043             }
00044         }
00045 
00046         public async Task<T> Get(int id)
00047         {
00048             using (HandballStatisticsDbContext context = this.context.CreateContext())
00049             {
00050                 T entity = await context.Set<T>().FirstOrDefaultAsync((e) => e.Id == id);
00051                 return entity;
00052             }
00053         }
00054 
00055         public async Task<IEnumerable<T» GetAll()
00056         {
00057             using (HandballStatisticsDbContext context = this.context.CreateContext())
00058             {
00059                 IEnumerable<T> entities = await context.Set<T>().ToListAsync();
00060                 return entities;
```

```
00061             }
00062         }
00063
00064         public Task<bool> Init()
00065         {
00066             using (HandballStatisticsDbContext context = this.context.CreateContext())
00067             {
00068                 try
00069                 {
00070                     context.Database.Connection.Open();
00071                     context.Database.Connection.Close();
00072                 }
00073                 catch (SqlException)
00074                 {
00075                     return Task.FromResult(false);
00076                 }
00077
00078                 return Task.FromResult(true);
00079             }
00080         }
00081     }
00082 }
```

## 7.98 NonQueryDataService.cs

```
00001 using HandballStatistics.EntityFramework.Contexts;
00002 using HandballStatistics.Models;
00003 using System;
00004 using System.Collections.Generic;
00005 using System.Data.Entity;
00006 using System.Linq;
00007 using System.Text;
00008 using System.Threading.Tasks;
00009
00010 namespace HandballStatistics.Services.DbServices
00011 {
00012     public class NonQueryDataService<T> where T : DomainObject
00013     {
00014         private readonly HandballStatisticsDbContext context;
00015
00016         public NonQueryDataService(HandballStatisticsDbContext context)
00017         {
00018             this.context = context;
00019         }
00020
00021         public async Task<T> Create(T entity)
00022         {
00023             using (HandballStatisticsDbContext context = this.context.CreateContext())
00024             {
00025                 var createdResult = context.Set<T>().Add(entity);
00026                 await context.SaveChangesAsync();
00027
00028                 return createdResult;
00029             }
00030         }
00031
00032         public async Task<T> Update(int id, T entity)
00033         {
00034             using (HandballStatisticsDbContext context = this.context.CreateContext())
00035             {
00036                 entity.Id = id;
00037
00038                 entity.Id = id;
00039                 context.Entry(entity).State = entity.Id == 0 ? EntityState.Added :
      EntityState.Modified;
00040                 await context.SaveChangesAsync();
00041
00042                 return entity;
00043             }
00044         }
00045
00046         public async Task<bool> Delete(int id)
00047         {
00048             using (HandballStatisticsDbContext context = this.context.CreateContext())
00049             {
00050                 T entity = await context.Set<T>().FirstOrDefaultAsync((e) => e.Id == id);
00051                 context.Set<T>().Remove(entity);
00052                 await context.SaveChangesAsync();
00053
00054                 return true;
00055             }
00056         }
00057     }
00058 }
```

## 7.99 ConfigurationViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using HandballStatistics.ViewModels;
00003
00004 namespace HandballStatistics.Services.Factories
00005 {
00006     public class ConfigurationViewModelFactory : IViewModelFactory<ConfigurationViewModel>
00007     {
00008         public ConfigurationViewModel CreateViewModel()
00009         {
00010             return new ConfigurationViewModel();
00011         }
00012     }
00013 }
```

## 7.100 HelpViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using HandballStatistics.ViewModels;
00003
00004 namespace HandballStatistics.Services.Factories
00005 {
00006     public class HelpViewModelFactory : IViewModelFactory<HelpViewModel>
00007     {
00008         public HelpViewModel CreateViewModel()
00009         {
00010             return new HelpViewModel();
00011         }
00012     }
00013 }
```

## 7.101 HomeViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using HandballStatistics.ViewModels;
00003
00004 namespace HandballStatistics.Services.Factories
00005 {
00006     public class HomeViewModelFactory : IViewModelFactory<HomeViewModel>
00007     {
00008         public HomeViewModel CreateViewModel()
00009         {
00010             return new HomeViewModel();
00011         }
00012     }
00013 }
```

## 7.102 LoginViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.Authenticators;
00002 using HandballStatistics.Interfaces.Navigators;
00003 using HandballStatistics.Interfaces.ViewModels;
00004 using HandballStatistics.ViewModels;
00005
00006 namespace HandballStatistics.Services.Factories
00007 {
00008     public class LoginViewModelFactory : IViewModelFactory<LoginViewModel>
00009     {
00010         private readonly IAuthenticator authenticator;
00011
00012         private readonly IRenavigator renavigator;
00013
00014         public LoginViewModelFactory(IAuthenticator authenticator, IRenavigator renavigator)
00015         {
00016             this.authenticator = authenticator;
00017             this.renavigator = renavigator;
00018         }
00019
00020         public LoginViewModel CreateViewModel()
00021         {
00022             return new LoginViewModel(this.authenticator, this.renavigator);
00023         }
00024     }
00025 }
```

## 7.103 ProfileViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using HandballStatistics.ViewModels;
00003 using System;
00004 using System.Collections.Generic;
00005 using System.Linq;
00006 using System.Text;
00007 using System.Threading.Tasks;
00008
00009 namespace HandballStatistics.Services.Factories
00010 {
00011     public class ProfileViewModelFactory : IViewModelFactory<ProfileViewModel>
00012     {
00013         public ProfileViewModel CreateViewModel()
00014         {
00015             return new ProfileViewModel();
00016         }
00017     }
00018 }
```

## 7.104 TrackGameViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.Services;
00002 using HandballStatistics.Interfaces.ViewModels;
00003 using HandballStatistics.Models;
00004 using HandballStatistics.ViewModels;
00005
00006 namespace HandballStatistics.Services.Factories
00007 {
00008     public class TrackGameViewModelFactory : IViewModelFactory<TrackGameViewModel>
00009     {
00010         private readonly IDataService<Country> countryDataService;
00011
00012         private readonly IDataService<League> leagueDataService;
00013
00014         private readonly IDataService<Hall> hallDataService;
00015
00016         private readonly IDataService<Team> teamDataService;
00017
00018         public TrackGameViewModelFactory(
00019             IDataService<Country> countryDataService,
00020             IDataService<League> leagueDataService,
00021             IDataService<Hall> hallDataService,
00022             IDataService<Team> teamDataService)
00023         {
00024             this.countryDataService = countryDataService;
00025             this.leagueDataService = leagueDataService;
00026             this.hallDataService = hallDataService;
00027             this.teamDataService = teamDataService;
00028         }
00029
00030         public TrackGameViewModel CreateViewModel()
00031         {
00032             return new TrackGameViewModel(
00033                 this.countryDataService,
00034                 this.leagueDataService,
00035                 this.hallDataService,
00036                 this.teamDataService);
00037         }
00038     }
00039 }
```

## 7.105 ViewModelAbstractFactory.cs

```
00001 using HandballStatistics.Interfaces.Navigators;
00002 using HandballStatistics.Interfaces.ViewModels;
00003 using HandballStatistics.ViewModels;
00004 using System;
00005
00006
00007 namespace HandballStatistics.Services.Factories
00008 {
00009     public class ViewModelAbstractFactory : IViewModelAbstractFactory
00010     {
00011         private readonly IViewModelFactory<HomeViewModel> homeViewModelFactory;
00012         private readonly IViewModelFactory<TrackGameViewModel> trackGameViewModelFactory;
00013         private readonly IViewModelFactory<ViewStatsViewModel> viewStatsViewModelFactory;
00014         private readonly IViewModelFactory<ConfigurationViewModel> configurationViewModelFactory;
```

```
00015         private readonly IViewModelFactory<ProfileViewModel> profileViewModelFactory;
00016         private readonly IViewModelFactory<HelpViewModel> helpViewModelFactory;
00017         private readonly IViewModelFactory<LoginViewModel> loginViewModelFactory;
00018 
00019         public ViewModelAbstractFactory(
00020             IViewModelFactory<HomeViewModel> homeViewModelFactory,
00021             IViewModelFactory<TrackGameViewModel> trackGameViewModelFactory,
00022             IViewModelFactory<ViewStatsViewModel> viewStatsViewModelFactory,
00023             IViewModelFactory<ConfigurationViewModel> configurationViewModelFactory,
00024             IViewModelFactory<ProfileViewModel> profileViewModelFactory,
00025             IViewModelFactory<HelpViewModel> helpViewModelFactory,
00026             IViewModelFactory<LoginViewModel> loginViewModelFactory)
00027         {
00028             this.homeViewModelFactory = homeViewModelFactory;
00029             this.trackGameViewModelFactory = trackGameViewModelFactory;
00030             this.viewStatsViewModelFactory = viewStatsViewModelFactory;
00031             this.configurationViewModelFactory = configurationViewModelFactory;
00032             this.profileViewModelFactory = profileViewModelFactory;
00033             this.helpViewModelFactory = helpViewModelFactory;
00034             this.loginViewModelFactory = loginViewModelFactory;
00035         }
00036 
00037         public IViewModelBase CreateViewModel(ViewType viewType)
00038         {
00039             switch (viewType)
00040             {
00041                 case ViewType.Home:
00042                     return this.homeViewModelFactory.CreateViewModel();
00043                 case ViewType.TrackGame:
00044                     return this.trackGameViewModelFactory.CreateViewModel();
00045                 case ViewType.ViewStats:
00046                     return this.viewStatsViewModelFactory.CreateViewModel();
00047                 case ViewType.Configuration:
00048                     return this.configurationViewModelFactory.CreateViewModel();
00049                 case ViewType.Profile:
00050                     return this.profileViewModelFactory.CreateViewModel();
00051                 case ViewType.Help:
00052                     return this.helpViewModelFactory.CreateViewModel();
00053                 case ViewType.Login:
00054                     return this.loginViewModelFactory.CreateViewModel();
00055                 default:
00056                     throw new ArgumentException("The ViewModel doesn't have a ViewModel", "viewType");
00057             }
00058         }
00059     }
00060 }
```

## 7.106 ViewStatsViewModelFactory.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using HandballStatistics.ViewModels;
00003 
00004 namespace HandballStatistics.Services.Factories
00005 {
00006     public class ViewStatsViewModelFactory : IViewModelFactory<ViewStatsViewModel>
00007     {
00008         public ViewStatsViewModel CreateViewModel()
00009         {
00010             return new ViewStatsViewModel();
00011         }
00012     }
00013 }
```

## 7.107 Navigator.cs

```
00001 using HandballStatistics.Commands;
00002 using HandballStatistics.Interfaces.Navigators;
00003 using HandballStatistics.Interfaces.ViewModels;
00004 using HandballStatistics.Models;
00005 using System.Windows.Input;
00006 
00007 namespace HandballStatistics.Services.Navigators
00008 {
00009     public class Navigator : ObservableObject, INavigator
00010     {
00011         private IViewModelBase currentViewModel;
00012 
00013         public IViewModelBase CurrentViewModel
00014         {
```

```
00015             get => this.currentViewModel;
00016             set
00017             {
00018                 this.currentViewModel = value;
00019                 OnPropertyChanged(nameof(CurrentViewModel));
00020             }
00021         }
00022     }
00023 }
```

## 7.108 ViewModelFactoryRenavigator.cs

```
00001 using HandballStatistics.Interfaces.Navigators;
00002 using HandballStatistics.Interfaces.ViewModels;
00003
00004 namespace HandballStatistics.Services.Navigators
00005 {
00006     public class ViewModelFactoryRenavigator<TViewModel> : IRenavigator where TViewModel :
      IViewModelBase
00007     {
00008         private readonly INavigator navigator;
00009
00010         private readonly IViewModelFactory<TViewModel> viewModelFactory;
00011
00012         public ViewModelFactoryRenavigator(INavigator navigator, IViewModelFactory<TViewModel>
      viewModelFactory)
00013         {
00014             this.navigator = navigator;
00015             this.viewModelFactory = viewModelFactory;
00016         }
00017
00018         public void Renavigate()
00019         {
00020             this.navigator.CurrentViewModel = this.viewModelFactory.CreateViewModel();
00021         }
00022     }
00023 }
```

## 7.109 ConfigurationViewModel.cs

```
00001 namespace HandballStatistics.ViewModels
00002 {
00007     public class ConfigurationViewModel : ViewModelBase
00008     {
00009         #region------------------------------Fields-----------------------------------------------
00013         private string username;
00014
00018         private string welcomeMessage;
00019         #endregion
00020
00021         #region------------------------------Constructor,Destrucor,Dispose,Clone----------------
00026         public ConfigurationViewModel()
00027         {
00028             this.username = "David";
00029             this.welcomeMessage = $"Welcome {this.username}!";
00030         }
00031         #endregion
00032
00033         #region------------------------------Properties, Indexer--------------------------------
00037         public string Username
00038         {
00039             get => this.username;
00040             set
00041             {
00042                 this.username = value;
00043                 this.OnPropertyChanged(nameof(this.Username));
00044             }
00045         }
00046
00050         public string WelcomeMessage
00051         {
00052             get => this.welcomeMessage;
00053             set
00054             {
00055                 this.welcomeMessage = value;
00056                 this.OnPropertyChanged(nameof(this.WelcomeMessage));
00057             }
00058         }
00059         #endregion
00060     }
00061 }
```

## 7.110 HelpViewModel.cs

```
00001 namespace HandballStatistics.ViewModels
00002 {
00007     public class HelpViewModel : ViewModelBase
00008     {
00009         #region-----------------------------Fields-----------------------------------------------
00013         private string username;
00014 
00018         private string welcomeMessage;
00019         #endregion
00020 
00021         #region-----------------------------Constructor,Destrucor,Dispose,Clone----------------
00026         public HelpViewModel()
00027         {
00028             this.username = "David";
00029             this.welcomeMessage = $"Welcome {this.username}!";
00030         }
00031         #endregion
00032 
00033         #region-----------------------------Properties, Indexer--------------------------------
00037         public string Username
00038         {
00039             get => this.username;
00040             set
00041             {
00042                 this.username = value;
00043                 this.OnPropertyChanged(nameof(this.Username));
00044             }
00045         }
00046 
00050         public string WelcomeMessage
00051         {
00052             get => this.welcomeMessage;
00053             set
00054             {
00055                 this.welcomeMessage = value;
00056                 this.OnPropertyChanged(nameof(this.WelcomeMessage));
00057             }
00058         }
00059         #endregion
00060     }
00061 }
```

## 7.111 HomeViewModel.cs

```
00001 namespace HandballStatistics.ViewModels
00002 {
00007     public class HomeViewModel : ViewModelBase
00008     {
00009         #region-----------------------------Fields-----------------------------------------------
00013         private string username;
00014 
00018         private string welcomeMessage;
00019         #endregion
00020 
00021         #region-----------------------------Constructor,Destrucor,Dispose,Clone----------------
00026         public HomeViewModel()
00027         {
00028             this.username = "David";
00029             this.welcomeMessage = $"Welcome {this.username}!";
00030         }
00031         #endregion
00032 
00033         #region-----------------------------Properties, Indexer--------------------------------
00037         public string Username
00038         {
00039             get => this.username;
00040             set
00041             {
00042                 this.username = value;
00043                 this.OnPropertyChanged(nameof(this.Username));
00044             }
00045         }
00046 
00050         public string WelcomeMessage
00051         {
00052             get => this.welcomeMessage;
00053             set
00054             {
00055                 this.welcomeMessage = value;
00056                 this.OnPropertyChanged(nameof(this.WelcomeMessage));
00057             }
```

```
00058         }
00059         #endregion
00060     }
00061 }
```

## 7.112 LoginViewModel.cs

```
00001 using HandballStatistics.Commands;
00002 using HandballStatistics.Interfaces.Authenticators;
00003 using HandballStatistics.Interfaces.Navigators;
00004 using HandballStatistics.Interfaces.ViewModels;
00005 using System.Windows.Input;
00006
00007 namespace HandballStatistics.ViewModels
00008 {
00013     public class LoginViewModel : ViewModelBase, ILoginViewModel
00014     {
00015         #region------------------------------Fields-----------------------------------------
00019         private string username;
00020
00024         private string password;
00025         #endregion
00026
00027         #region------------------------------Constructor,Destrucor,Dispose,Clone---------------
00034         public LoginViewModel(IAuthenticator authenticator, IRenavigator renavigator)
00035         {
00036             this.LoginCommand = new LoginCommand(this, authenticator, renavigator);
00037         }
00038         #endregion
00039
00040         #region------------------------------Properties, Indexer-------------------------------
00044         public string Username
00045         {
00046             get => this.username;
00047             set
00048             {
00049                 this.username = value;
00050                 this.OnPropertyChanged(nameof(this.username));
00051             }
00052         }
00053
00057         public string Password
00058         {
00059             get => this.password;
00060             set
00061             {
00062                 this.password = value;
00063                 this.OnPropertyChanged(nameof(this.username));
00064             }
00065         }
00066         #endregion
00067
00068         #region------------------------------Comands-----------------------------------------
00072         public ICommand LoginCommand { get; }
00073         #endregion
00074     }
00075 }
```

## 7.113 MainViewModel.cs

```
00001 using HandballStatistics.Commands;
00002 using HandballStatistics.Interfaces.Authenticators;
00003 using HandballStatistics.Interfaces.Navigators;
00004 using HandballStatistics.Interfaces.ViewModels;
00005 using System.Windows.Input;
00006
00007 namespace HandballStatistics.ViewModels
00008 {
00013     public class MainViewModel : ViewModelBase
00014     {
00015         #region------------------------------Fields-----------------------------------------
00019         private readonly IViewModelAbstractFactory viewModelAbstractFactory;
00020         #endregion
00021
00022         #region------------------------------Constructor,Destrucor,Dispose,Clone---------------
00030         public MainViewModel(INavigator navigator, IViewModelAbstractFactory viewModelAbstractFactory,
      IAuthenticator authenticator)
00031         {
00032             this.Navigator = navigator;
```

```
00033             this.viewModelAbstractFactory = viewModelAbstractFactory;
00034             this.Authenticator = authenticator;
00035 
00036             this.UpdateCurrentViewModelCommand = new UpdateCurrentViewModelCommand(navigator,
      viewModelAbstractFactory);
00037             this.UpdateCurrentViewModelCommand.Execute(ViewType.Login);
00038 
00039             this.GoToWebsiteCommand = new GoToWebsiteCommand();
00040         }
00041         #endregion
00042 
00043         #region------------------------------Properties, Indexer--------------------------------
00047         public INavigator Navigator { get; set; }
00048 
00052         public IAuthenticator Authenticator { get; set; }
00053         #endregion
00054 
00055         #region------------------------------Comands---------------------------------------------
00059         public ICommand UpdateCurrentViewModelCommand { get; }
00060 
00064         public ICommand GoToWebsiteCommand { get; set; }
00065         #endregion
00066     }
00067 }
```

## 7.114 ProfileViewModel.cs

```
00001 namespace HandballStatistics.ViewModels
00002 {
00007     public class ProfileViewModel : ViewModelBase
00008     {
00009         #region------------------------------Fields----------------------------------------------
00013         private string username;
00014 
00018         private string welcomeMessage;
00019         #endregion
00020 
00021         #region------------------------------Constructor,Destrucor,Dispose,Clone----------------
00026         public ProfileViewModel()
00027         {
00028             this.username = "David";
00029             this.welcomeMessage = $"Welcome {this.username}!";
00030         }
00031         #endregion
00032 
00033         #region------------------------------Properties, Indexer--------------------------------
00037         public string Username
00038         {
00039             get => this.username;
00040             set
00041             {
00042                 this.username = value;
00043                 this.OnPropertyChanged(nameof(this.Username));
00044             }
00045         }
00046 
00050         public string WelcomeMessage
00051         {
00052             get => this.welcomeMessage;
00053             set
00054             {
00055                 this.welcomeMessage = value;
00056                 this.OnPropertyChanged(nameof(this.WelcomeMessage));
00057             }
00058         }
00059         #endregion
00060     }
00061 }
```

## 7.115 TrackGameViewModel.cs

```
00001 using HandballStatistics.Interfaces.Services;
00002 using HandballStatistics.Models;
00003 using System.Collections.ObjectModel;
00004 using System.Windows.Input;
00005 
00006 namespace HandballStatistics.ViewModels
00007 {
00012     public class TrackGameViewModel : ViewModelBase
```

```
00013     {
00014         #region-----------------------------Fields-----------------------------------------------
00018         private readonly IDataService<Country> countryDataService;
00019 
00023         private readonly IDataService<League> leagueDataService;
00024 
00028         private readonly IDataService<Hall> hallDataService;
00029 
00033         private readonly IDataService<Team> teamDataService;
00034         #endregion
00035 
00036         #region-----------------------------Constructor,Destrucor,Dispose,Clone---------------
00045         public TrackGameViewModel(
00046                     IDataService<Country> countryDataService,
00047                     IDataService<League> leagueDataService,
00048                     IDataService<Hall> hallDataService,
00049                     IDataService<Team> teamDataService)
00050         {
00051             this.countryDataService = countryDataService;
00052             this.leagueDataService = leagueDataService;
00053             this.hallDataService = hallDataService;
00054             this.teamDataService = teamDataService;
00055 
00056             this.LoadEntities();
00057         }
00058         #endregion
00059 
00060         #region-----------------------------Properties, Indexer--------------------------------
00064         public ObservableCollection<Country> Countries { get; set; }
00065 
00069         public ObservableCollection<League> Leagues { get; set; }
00070 
00074         public ObservableCollection<Hall> Halls { get; set; }
00075 
00079         public ObservableCollection<Team> Teams { get; set; }
00080         #endregion
00081 
00082         #region-----------------------------Comands---------------------------------------------
00086         public ICommand NewGameCommand { get; }
00087         #endregion
00088 
00089         #region-----------------------------Methods---------------------------------------------
00093         public void LoadEntities()
00094         {
00095            this.GetCountries();
00096            this.GetLeagues();
00097            this.GetHalls();
00098            this.GetTeams();
00099         }
00100 
00104         public async void GetCountries()
00105         {
00106             var countries = await this.countryDataService.GetAll();
00107             this.Countries = new ObservableCollection<Country>(countries);
00108         }
00109 
00113         public async void GetLeagues()
00114         {
00115             var leagues = await this.leagueDataService.GetAll();
00116             this.Leagues = new ObservableCollection<League>(leagues);
00117         }
00118 
00122         public async void GetHalls()
00123         {
00124             var halls = await this.hallDataService.GetAll();
00125             this.Halls = new ObservableCollection<Hall>(halls);
00126         }
00127 
00131         public async void GetTeams()
00132         {
00133             var teams = await this.teamDataService.GetAll();
00134             this.Teams = new ObservableCollection<Team>(teams);
00135         }
00136         #endregion
00137     }
00138 }
```

# 7.116 ViewModelBase.cs

```
00001 using HandballStatistics.Interfaces.ViewModels;
00002 using System.ComponentModel;
00003 
00004 namespace HandballStatistics.ViewModels
```

```
00005 {
00010     public class ViewModelBase : IViewModelBase
00011     {
00012         #region------------------------------Events-------------------------------------------
00016         public event PropertyChangedEventHandler PropertyChanged;
00017         #endregion
00018 
00019         #region------------------------------Methods------------------------------------------
00024         public void OnPropertyChanged(string propertyName)
00025         {
00026             this.PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(propertyName));
00027         }
00028         #endregion
00029     }
00030 }
```

## 7.117 ViewStatsViewModel.cs

```
00001 namespace HandballStatistics.ViewModels
00002 {
00007     public class ViewStatsViewModel : ViewModelBase
00008     {
00009         #region------------------------------Fields-------------------------------------------
00013         private string username;
00014 
00018         private string welcomeMessage;
00019         #endregion
00020 
00021         #region------------------------------Constructor,Destrucor,Dispose,Clone----------------
00026         public ViewStatsViewModel()
00027         {
00028             this.username = "David";
00029             this.welcomeMessage = $"Welcome {this.username}!";
00030         }
00031         #endregion
00032 
00033         #region------------------------------Properties, Indexer--------------------------------
00037         public string Username
00038         {
00039             get => this.username;
00040             set
00041             {
00042                 this.username = value;
00043                 this.OnPropertyChanged(nameof(this.Username));
00044             }
00045         }
00046 
00050         public string WelcomeMessage
00051         {
00052             get => this.welcomeMessage;
00053             set
00054             {
00055                 this.welcomeMessage = value;
00056                 this.OnPropertyChanged(nameof(this.WelcomeMessage));
00057             }
00058         }
00059         #endregion
00060     }
00061 }
```

## 7.118 Facebook.cs

```
00001 namespace HandballStatistics.Websites
00002 {
00007     public class Facebook : WebsiteBase
00008     {
00009         #region------------------------------Constructor,Destrucor,Dispose,Clone----------------
00014         public Facebook()
00015         {
00016             this.Name = "Facebook";
00017             this.URL = "https://de-de.facebook.com/";
00018         }
00019         #endregion
00020 
00021         #region------------------------------Properties, Indexer--------------------------------
00025         public override string Name { get; set; }
00026 
00030         public override string URL { get; set; }
00031         #endregion
00032     }
00033 }
```

## 7.119 Instagram.cs

```
00001 namespace HandballStatistics.Websites
00002 {
00007     public class Instagram : WebsiteBase
00008     {
00009         #region-----------------------------Constructor,Destrucor,Dispose,Clone----------------
00014         public Instagram()
00015         {
00016             this.Name = "Instagram";
00017             this.URL = "https://www.instagram.com/";
00018         }
00019         #endregion
00020
00021         #region-----------------------------Properties, Indexer--------------------------------
00025         public override string Name { get; set; }
00026
00030         public override string URL { get; set; }
00031         #endregion
00032     }
00033 }
```

## 7.120 Twitter.cs

```
00001 namespace HandballStatistics.Websites
00002 {
00007     public class Twitter : WebsiteBase
00008     {
00009         #region-----------------------------Constructor,Destrucor,Dispose,Clone----------------
00014         public Twitter()
00015         {
00016             this.Name = "Twitter";
00017             this.URL = "https://twitter.com/?lang=en";
00018         }
00019         #endregion
00020
00021         #region-----------------------------Properties, Indexer--------------------------------
00025         public override string Name { get; set; }
00026
00030         public override string URL { get; set; }
00031         #endregion
00032     }
00033 }
```

## 7.121 WebsiteBase.cs

```
00001 using HandballStatistics.Interfaces.Models;
00002
00003 namespace HandballStatistics.Websites
00004 {
00009     public abstract class WebsiteBase : IWebsite
00010     {
00014         public abstract string Name { get; set; }
00015
00019         public abstract string URL { get; set; }
00020     }
00021 }
```

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