Assignment 4 [15 total marks]

# In this assignment we will be changing some request to Ajax requests, as well as updating our consumer classes to have their dependencies injected.

**[4 points]** Create a javascript file in the Directory /Scripts/Pets called PetCallbacks.js, in this script create two functions, one called RequestFailed, and one called RequestSuccesful.

Both take a ‘result’ parameter, and will display a pop up to the user displaying result’s “text” property (hint, you can just use the javascript alert function for this purpose).

**[1 point]** Create a new bundle called petsbundles inside Bundle Config. Include PetCallbacks.js.

**[2 points]** Update the POST Edit and Create actions to return a Json with the property “text” indicating the results of the action (ie, if the create was successful, return a json with text = “Success” or some indication the request successful executed, otherwise return text indicating the text failed.

**[2 points]** Update the Create and Edit views to use the Ajax helper BeginForm, and use our two call backs created in step one for the onsuccess and onfailure properties. Make sure to include our new javascript bundle petsbundles inside the view.

**[1 point]** Create an interface called IPetService in the interface directory with **all** the functions of our PetService

**[1 point]** Use NuGet to install the Unity.Mvc package.

**[2 points]** Modify the UnityConfig to register our PetService and all the system generated class

**[2 points]** Change the PetController constructor to inject our PetService Dependency and save it to a private variable of type IPetService