CIS 400: Object-Oriented Design, Development, and Testing

Fall 2023

Exam 2 – 100 points

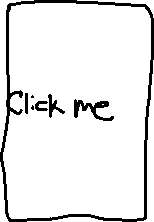
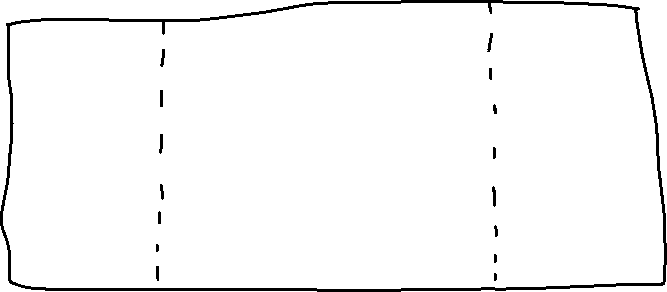
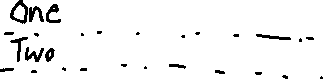
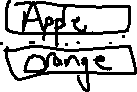
**This test is closed-notes and closed-computers.**

There are 10 questions.

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_\_

1. (3 pts) What is the purpose of data binding?
   1. To enforce bounds on properties
   2. To prevent data from being changed
   3. To require a data class to implement *INotifyPropertyChanged*
   4. **To synchronize data between a regular C# object and the GUI**
2. (3 pts) What does the ViewModel do in MVVM?
   1. Manages the user interface layout and design
   2. **Applies logic and formatting to the data to create properties that the user interface can bind to**
   3. Tests the user interface by modeling different user interactions
   4. Stores all the data
3. (3 pts) Suppose our *MainWindow*’s XAML adds a control named *ExamControl*. Further suppose that in the constructor of *MainWindow*, that we do: “***DataContext = list;***”, where *list* has type *List<string>*. If we never set the *DataContext* of *ExamControl*, what value does its *DataContext* have?
   1. ***ExamControl*’s *DataContext* is also *list***
   2. *ExamControl*’s *DataContext* is null
   3. *ExamControl*’s *DataContext* is the *MainWindow*
   4. We will have a compilation error because *List<string>* is not a valid *DataContext*
4. (3 pts) Consider the *ButtonNameEventArgs* and *SampleControl* classes in the handout at the end of the exam. Within *SampleControl*, how would we declare an event named *ButtonEvent* that used *ButtonNameEventArgs* as our custom event args?
   1. ***public ButtonEvent<ButtonNameEventArgs>;***
   2. ***public event<ButtonNameEventArgs> ButtonEvent;***
   3. ***public event EventHandler<ButtonNameEventArgs> ButtonEvent;***
   4. ***public EventHandler ButtonEvent<ButtonNameEventArgs>;***
5. (3 pts) Assume *ButtonEvent* from #4 has been defined in *SampleControl*. Suppose the *ButtonClick* method is the Click event handler for several buttons defined in the *SampleControl*’s XAML, and that the *Name* property for each button has been set. As if we were inside the *ButtonClick* method, how would we invoke *ButtonEvent* to include the clicked button’s name? (You may want to refer to the handout.)
   1. ***ButtonEvent?.Invoke(this, new ButtonNameEventArgs(sender.Name));***
   2. ***new ButtonEvent?.Invoke(new ButtonEventArgs(sender));***
   3. ***ButtonEvent?.Invoke(this, new ButtonNameEventArgs((sender as Button).Name));***
   4. ***new ButtonEventArgs?.Invoke(ButtonEvent);***
6. (3 pts) Following the work in #4-5 and referring to the handout, suppose that *MainWindow* adds a *SampleControl* named *MySample* in its XAML. If we wanted *MainWindow* to be able to do something whenever *ButtonEvent* was invoked, what would need to do?
   1. Create an event handler in *MainWindow* and attach that event handler to *MySample.ButtonEvent*
   2. Make *SampleControl* implement *INotifyPropertyChanged*
   3. We can’t access *MainWindow* from *SampleControl* without adding it as a field
   4. Create an event handler in *MainWindow* and attach that event handler to *SampleControl.ButtonEvent*
7. (22 pts) Draw the *DrawXAML* control defined in the handout as it will appear on screen:



1. (30 pts) Write the class *Rectangle* as shown in the UML from the handout. Be sure that its *Area* and *Perimeter* properties correctly give the area and perimeter of a rectangle, that the result of *ToString()* has the format “3x4 rectangle, area 12, perimeter 14”, and that the class correctly implements the *INotifyPropertyChanged* interface.

**public class Rectangle : INotifyPropertyChanged {**



**public event PropertyChangedEventHandler? PropertyChanged;**

**private int \_length;**

**public int Length {**

**get => \_length;**

**set {**

**\_length = value;**

**PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(nameof(“Length”)));**

**also invoke for: Area, Perimeter**

**}**

**}**

**//do Width property the same**

**//invoke for: Width, Area, Perimeter**

**public int Area => Length\*Width;**

**public int Perimeter => 2\*Length+2\*Width;**

**public override string ToString() {**

**return $”{Width}x{Length} rectangle, area {Area} perimeter {Perimeter}”;**

**}**

**public Rectangle(int len, int wid) {**

**\_length = len;**

**\_width = wid;**

**}**

**}**

1. (15 pts) Complete the XAML below to display the *Length*, *Width*, *Area*, and *Perimeter* properties, assuming that the control’s *DataContext* has been set to a *Rectangle* object. You may use whatever controls you want as long as they display the appropriate values.

**<StackPanel>**

**<TextBlock Text = “Length:”/>**

**<TextBlock Text=”{Binding Length}”/>**

**<TextBlock Text=”{Binding Width}”/>**

**<TextBlock Text=”{Binding Area}”/>**

**<TextBlock Text=”{Binding Perimeter}”/>**

**</StackPanel>**

1. (15 pts) Complete both the inline data and the implementation for the following unit test of the *Rectangle* class:

**[Theory]**

**[InlineData(10, “Width”)]**

**[InlineData(2, “Area”)]**

**[InlineData(1000, “Perimeter”)]**

**public void ChangingWidthShouldNotifyOfPropertyChange(int width,**

**string propertyName)**

**{**

**Rectangle r = new(1,1);**

**Assert.PropertyChanged(r, propertyName, () => {**

**r.Width = width;**

**});**

**}**

**HANDOUT - Feel free to remove this portion to make it easier to work.**

**//This page is needed for the multiple choice problems**

public class ButtonNameEventArgs : RoutedEventArgs

{

public string ButtonName { get; init; }

public ButtonNameEventArgs(string n)

{

ButtonName = n;

}

}

public class SampleControl : UserControl

{

//the constructor is hidden (and not relevant)

private void ButtonClick(object? sender, RoutedEventArgs e)

{

}

}

**//This page is needed for #7**

﻿<UserControl x:Class="Exam2.DrawXAML" ...

d:DesignHeight="450" d:DesignWidth="800">

<Grid>

<Grid.ColumnDefinitions>

<ColumnDefinition Width="1\*"/>

<ColumnDefinition Width="3\*"/>

<ColumnDefinition Width="1\*"/>

</Grid.ColumnDefinitions>

<Grid.RowDefinitions>

<RowDefinition Height="1\*"/>

</Grid.RowDefinitions>

<DockPanel Grid.Row="0" Grid.Column="0">

<TextBlock Text="Hello" DockPanel.Dock="Top"/>

<Button DockPanel.Dock="Bottom">Click me</Button

</DockPanel>

<Grid Grid.Row="0" Grid.Column="1">

<Grid.RowDefinitions>

<RowDefinition Height="1\*"/>

<RowDefinition Height="1\*"/>

<RowDefinition Height="3\*"/>

</Grid.RowDefinitions>

<TextBlock Text="One" Grid.Row="0"/>

<TextBlock Text="Two" Grid.Row="1"/>

</Grid>

<StackPanel Grid.Row="0" Grid.Column="2">

<Button>Apple</Button>

<Button>Orange</Button>

</StackPanel>

</Grid>

</UserControl>

**//This page is needed for #8-10**

