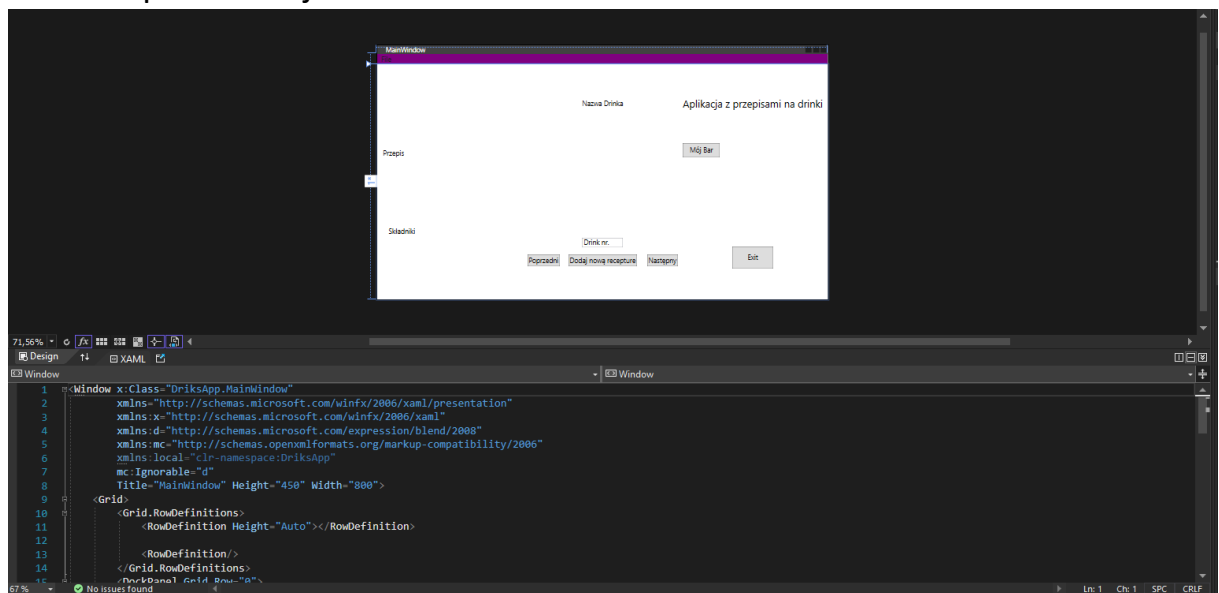
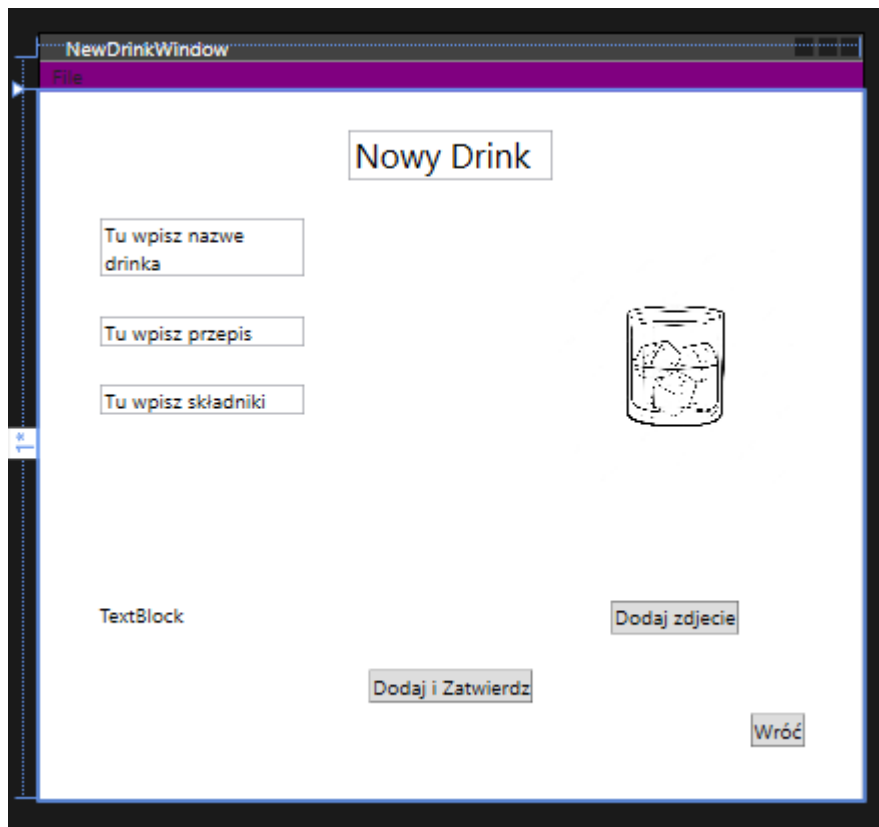


Etap czwarty projektu z Platform Technologicznych.

Aplikacja posiada już następujące funkcjonalności

1. Przeglądanie receptór na drinki
 - a. Dodawanie swoich receptór i zdjęć drinków
2. Przechowywanie w baziedanych przepisów i stanów alkoholi
3. Oddzielne okno aplikacji z własnym barkiem
 - a. Możliwość dodawania nowych alkoholi i zmieniania ich stanów. -W trakcie implementacji
 - b. Sprawdzanie jakie drinki możemy obecnie stworzyć - W trakcie implementacji





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    string targetPath = @"C:\Users\mikal\source\repos\DriksApp\DriksApp\Resources";

    // Use Path class to manipulate file and directory paths.

    string destFile = System.IO.Path.Combine(targetPath, fileName);

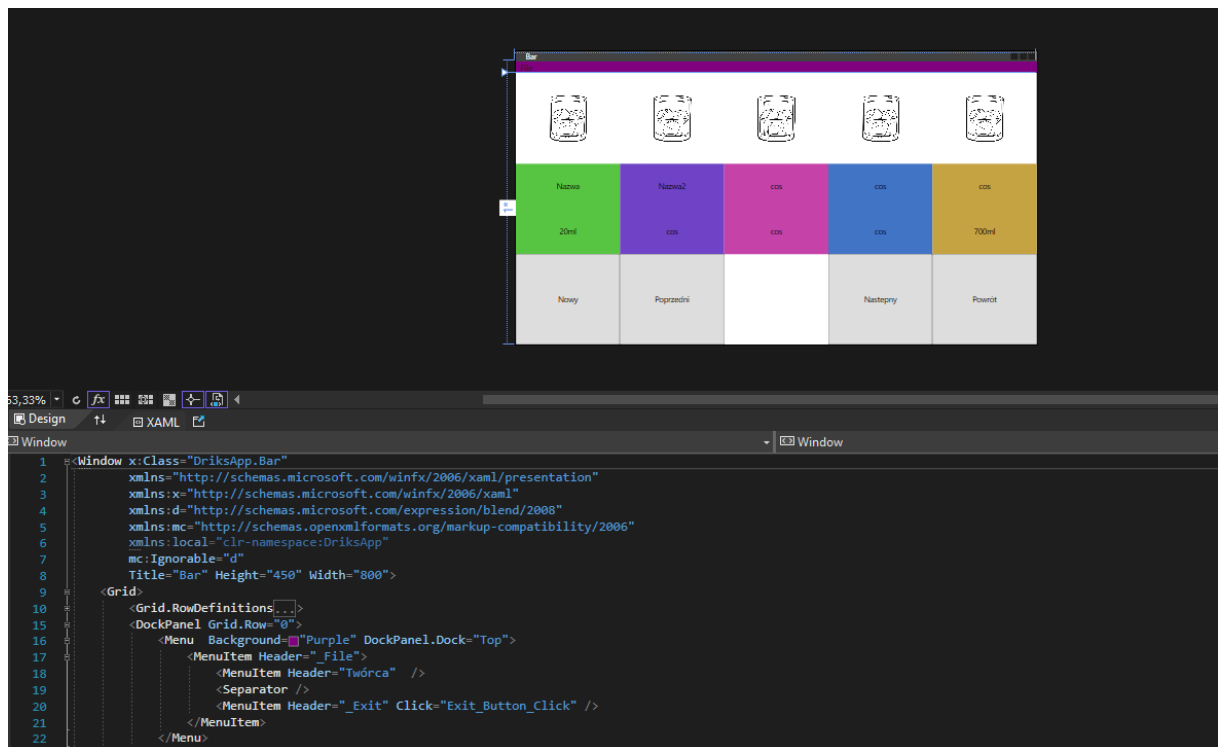
    try
    {
        // To copy a file to another location and
        // overwrite the destination file if it already exists.
        MessageBox.Show(sourcePath);
        File.Copy(sourcePath, destFile, true);

        OutPut.Text = destFile.ToString() + Igrediens.ToString();
        NameOfDrink = destFile.ToString();
        NameOfDrink = NameOfDrink.Remove(0, 45);
        NameOfDrink = NameOfDrink.Replace(@"\", @"/");
    }
    catch (IOException iox)
    {
        MessageBox.Show("Dodanie pliku nie powiodło się");
    }

    NewImage.Source = SetImage(fileName);
}

1 reference
public BitmapImage SetImage(string patch)...
1 reference
private void Exit_Button_Click(object sender, RoutedEventArgs e)
{
    Application.Current.Shutdown();
}

```



```

1 1|Wodka|500|/Resorces/wodka.jpg
2 2|Tequila|600|/Resorces/wodka.jpg
3 3|Liker Migdalowy|400|/Resorces/wodka.jpg
4 4|Rum Bialy|100|/Resorces/www.PNG
5 5|Rum Zlory|400|/Resorces/wodka.jpg
6 6|Whisky|780|/Resorces/wodka.jpg

```

```
MainWindow MW;
```

3 references

```
void FillIn()
```

```
{
```

```
    MW = new MainWindow();
```

```
    NameOne.Text = MW.SetText(tabb, 1, Counter);
```

```
    QuantityOne.Text = MW.SetText(tabb, 2, Counter);
```

```
    One.Source = MW.SetImage(MW.SetText(tabb, 3, Counter));
```

```
    int tymczas = Counter;
```

```
    Plus();
```

```
    NameTwo.Text = MW.SetText(tabb, 1, Counter);
```

```
    QuantityTwo.Text = MW.SetText(tabb, 2, Counter);
```

```
    Two.Source = MW.SetImage(MW.SetText(tabb, 3, Counter));
```

```
    Plus();
```

```
    NameThree.Text = MW.SetText(tabb, 1, Counter);
```

```
    QuantityThree.Text = MW.SetText(tabb, 2, Counter);
```

```
    Three.Source = MW.SetImage(MW.SetText(tabb, 3, Counter));
```

```
    Plus();
```

```
    NameFour.Text = MW.SetText(tabb, 1, Counter);
```

```
    QuantityFour.Text = MW.SetText(tabb, 2, Counter);
```

```
    Four.Source = MW.SetImage(MW.SetText(tabb, 3, Counter));
```

```
    Plus();
```

```
    NameFive.Text = MW.SetText(tabb, 1, Counter);
```

```
    QuantityFive.Text = MW.SetText(tabb, 2, Counter);
```

```
    Five.Source = MW.SetImage(MW.SetText(tabb, 3, Counter));
```

```
    Counter = tymczas;
```

```
}
```

1 reference

```
public Bar()
```

```
{
```