# Namespace YoutubeBrowser

# Classes

#### <u>AddVideoWindow</u>

Class which handles the functionality connected to addition of new playlists and addition of videos to the playlists.

#### <u>App</u>

Interaction logic for App.xaml. Represents the entry point for the application.

#### **MainWindow**

The main window of the application.

# Class AddVideoWindow

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

Class which handles the functionality connected to addition of new playlists and addition of videos to the playlists.

```
public class AddVideoWindow : Window, IAnimatable, ISupportInitialize,
IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

#### Inheritance

```
<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UIElement</u> ♂ ← 
FrameworkElement ♂ ← Control ♂ ← ContentControl ♂ ← Window ♂ ← AddVideoWindow
```

#### **Implements**

 IAnimatable
 ☑, ISupportInitialize
 ☑, IFrameworkInputElement
 ☑, IInputElement
 ☑, IQueryAmbient
 ☑, IAddChild

#### **Inherited Members**

```
Window.AllowsTransparencyProperty degree , Window.DpiChangedEvent degree , Window.IconProperty degree ,
Window.IsActiveProperty down, Window.LeftProperty down, Window.ResizeModeProperty down, with the Window. Note that the Window of the Window o
<u>Window.ShowActivatedProperty</u> ♂, <u>Window.ShowInTaskbarProperty</u> ♂,
<u>Window.SizeToContentProperty</u> ✓ , <u>Window.TaskbarItemInfoProperty</u> ✓ , <u>Window.TitleProperty</u> ✓ ,
Window.TopmostProperty degree , Window.TopProperty degree , Window.WindowStateProperty degree , Window.WindowStateProperty degree , Window.WindowStateProperty degree , Window.TopProperty degree , Window.WindowStateProperty degree , WindowStateProperty degree , W
Window.WindowStyleProperty 

✓ , Window.Activate() 

✓ , Window.ArrangeOverride(Size) 

✓ ,
<u>Window.Close()</u> ¬ , <u>Window.DragMove()</u> ¬ , <u>Window.GetWindow(DependencyObject)</u> ¬ ,
<u>Window.Hide()</u> ¬ , <u>Window.MeasureOverride(Size)</u> ¬ , <u>Window.OnActivated(EventArgs)</u> ¬ ,
Window.OnClosed(EventArgs) ☑, Window.OnClosing(CancelEventArgs) ☑,
<u>Window.OnContentChanged(object, object)</u> 

☑ , <u>Window.OnContentRendered(EventArgs)</u> 

☑ ,
<u>Window.OnCreateAutomationPeer()</u> ♂, <u>Window.OnDeactivated(EventArgs)</u> ♂,
Window.OnDpiChanged(DpiScale, DpiScale)  

✓ , Window.OnLocationChanged(EventArgs)  

✓ ,
<u>Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs)</u> ,
<u>Window.OnSourceInitialized(EventArgs)</u> □ , <u>Window.OnStateChanged(EventArgs)</u> □ ,
Window.OnVisualParentChanged(DependencyObject) □ , Window.Show() □ , Window.ShowDialog() □ ,
<u>Window.AllowsTransparency</u> ✓ , <u>Window.DialogResult</u> ✓ , <u>Window.Icon</u> ✓ , <u>Window.IsActive</u> ✓ ,
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
Window.ShowInTaskbar

☐ , Window.SizeToContent
☐ , Window.TaskbarItemInfo
☐ , Window.Title
☐ ,
```

```
<u>Window.Toprolaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStaterally.indowStaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStaterally.indow.WindowStartupLocation</u> , <u>Window.WindowStartupLocation</u> , <u>WindowStartupLocation</u> , <u>WindowStartupLoc</u>
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closed down, Window.Close
Window.ContentRendered ☑, Window.Deactivated ☑, Window.DpiChanged ☑,
Window.LocationChanged ☑, Window.SourceInitialized ☑, Window.StateChanged ☑,
ContentControl.ContentProperty down , ContentControl.ContentStringFormatProperty down ,
ContentControl.ContentTemplateProperty , ContentControl.ContentTemplateSelectorProperty ,
ContentControl.HasContentProperty down , ContentControl.AddChild(object) down ,
ContentControl.AddText(string) □ , ContentControl.OnContentStringFormatChanged(string, string) □ ,
ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate) □ ,
ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector) ,
ContentControl.Content day, ContentControl.ContentStringFormat day, ContentControl.ContentTemplate day,
Control.BackgroundProperty derived , Control.BorderBrushProperty der , Control.BorderThicknessProperty der ,
Control.FontFamilyProperty dots, Control.FontSizeProperty dots, Control.FontStretchProperty dots, Control.FontSizeProperty dots, Control.FontStretchProperty dots, Control.FontSizeProperty dots, Control.FontSizeProper
Control.FontStyleProperty down , Control.FontWeightProperty down , Control.ForegroundProperty down ,
Control.MouseDoubleClickEvent double , Control.PaddingProperty double ,
Control.PreviewMouseDoubleClickEvent ☑, Control.TabIndexProperty ☑, Control.TemplateProperty ☑,
<u>Control.VerticalContentAlignmentProperty</u> , <u>Control.OnMouseDoubleClick(MouseButtonEventArgs)</u> ,
Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs) □,
Control.OnTemplateChanged(ControlTemplate, ControlTemplate) 
☐ , Control.ToString() ☐ ,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize dots, Control.FontStretch dots, Control.FontStyle dots, Control.FontWeight dots,
Control.Foreground ♂, Control.HandlesScrolling ♂, Control.HorizontalContentAlignment ♂,
Control.IsTabStop☑, Control.Padding☑, Control.TabIndex☑, Control.Template☑,
Control. Vertical Content Alignment ☑, Control. Mouse Double Click ☑,
Control.PreviewMouseDoubleClick / , FrameworkElement.ActualHeightProperty / ,
FrameworkElement.ActualWidthProperty, , FrameworkElement.BindingGroupProperty, ,
<u>FrameworkElement.ContextMenuClosingEvent</u> , <u>FrameworkElement.ContextMenuOpeningEvent</u> ,
FrameworkElement.ContextMenuProperty , FrameworkElement.CursorProperty ,
FrameworkElement.DataContextProperty, , FrameworkElement.DefaultStyleKeyProperty, ,
FrameworkElement.FlowDirectionProperty, , FrameworkElement.FocusVisualStyleProperty, ,
<u>FrameworkElement.ForceCursorProperty</u> , <u>FrameworkElement.HeightProperty</u> ,
<u>FrameworkElement.HorizontalAlignmentProperty</u> , <u>FrameworkElement.InputScopeProperty</u> ,
FrameworkElement.LanguageProperty, , FrameworkElement.LayoutTransformProperty, ,
FrameworkElement.LoadedEvent , FrameworkElement.MarginProperty ,
<u>FrameworkElement.MaxHeightProperty</u>, , <u>FrameworkElement.MaxWidthProperty</u>, ,
<u>FrameworkElement.MinHeightProperty</u> , <u>FrameworkElement.MinWidthProperty</u>, ,
FrameworkElement.NameProperty , FrameworkElement.OverridesDefaultStyleProperty ,
<u>FrameworkElement.RequestBringIntoViewEvent</u> ♂, <u>FrameworkElement.SizeChangedEvent</u> ♂,
```

```
<u>FrameworkElement.StyleProperty</u> , <u>FrameworkElement.TagProperty</u> ,
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
<u>FrameworkElement.ToolTipProperty</u> ♂, <u>FrameworkElement.UnloadedEvent</u> ♂,
<u>FrameworkElement.UseLayoutRoundingProperty</u> ♂, <u>FrameworkElement.VerticalAlignmentProperty</u> ♂,
<u>FrameworkElement.WidthProperty</u> , <u>FrameworkElement.AddLogicalChild(object)</u> ,
\underline{FrameworkElement.ApplyTemplate()} \, \underline{\square} \, \, , \, \underline{FrameworkElement.ArrangeCore(Rect)} \, \underline{\square} \, \, , \, \, 
FrameworkElement.BeginInit() d , FrameworkElement.BeginStoryboard(Storyboard) d ,
<u>FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior)</u> ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ,
FrameworkElement.BringIntoView() , FrameworkElement.BringIntoView(Rect) , ,
FrameworkElement.EndInit() / , FrameworkElement.FindName(string) / ,
<u>FrameworkElement.FindResource(object)</u> □ ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> ,
FrameworkElement.GetFlowDirection(DependencyObject) , FrameworkElement.GetLayoutClip(Size) ,
<u>FrameworkElement.GetTemplateChild(string)</u> , <u>FrameworkElement.GetUIParentCore()</u> ,
FrameworkElement.GetVisualChild(int) , FrameworkElement.MeasureCore(Size) ,
<u>FrameworkElement.MoveFocus(TraversalRequest)</u> ♂, <u>FrameworkElement.OnApplyTemplate()</u> ♂,
<u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u> \( \text{\textit{Z}} \) ,
<u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u> ☑, <u>FrameworkElement.OnInitialized(EventArgs)</u> ☑,
<u>FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>FrameworkElement.OnRenderSizeChanged(SizeChangedInfo)</u> \( \textit{\overline{O}} \) ,
FrameworkElement.OnStyleChanged(Style, Style) ,
<u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u> ,
<u>FrameworkElement.OnToolTipOpening(ToolTipEventArgs)</u> ,
<u>FrameworkElement.ParentLayoutInvalidated(UIElement)</u> d.,
FrameworkElement.PredictFocus(FocusNavigationDirection) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> 

✓ ,
FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection) ,
FrameworkElement.SetResourceReference(DependencyProperty, object) ...,
<u>FrameworkElement.TryFindResource(object)</u> ♂, <u>FrameworkElement.UnregisterName(string)</u> ♂,
FrameworkElement.ActualWidthd, FrameworkElement.BindingGroupd,
<u>FrameworkElement.ContextMenu</u> do , <u>FrameworkElement.Cursor</u> do , <u>FrameworkElement.DataContext</u> do ,
FrameworkElement.DefaultStyleKey 7, FrameworkElement.FlowDirection 7,
<u>FrameworkElement.FocusVisualStyle</u> ♂, <u>FrameworkElement.ForceCursor</u> ♂, <u>FrameworkElement.Height</u> ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
FrameworkElement.InputScope ♂, FrameworkElement.IsInitialized ♂, FrameworkElement.IsLoaded ♂,
```

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FrameworkElement.Language d, FrameworkElement.LayoutTransform d, FrameworkElement.Margin d,
FrameworkElement.MaxHeight , FrameworkElement.MaxWidth , FrameworkElement.MinHeight ,
FrameworkElement.MinWidth , FrameworkElement.Name ,
<u>FrameworkElement.Resources</u> ☑ , <u>FrameworkElement.Style</u> ☑ , <u>FrameworkElement.Tag</u> ☑ ,
FrameworkElement.TemplatedParent , FrameworkElement.ToolTip , FrameworkElement.Triggers ,
FrameworkElement.UseLayoutRounding d, FrameworkElement.VerticalAlignment d,
FrameworkElement.VisualChildrenCount , FrameworkElement.Width , ,
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
FrameworkElement.DataContextChanged , FrameworkElement.Initialized ,
FrameworkElement.Loaded , FrameworkElement.RequestBringIntoView ,
<u>FrameworkElement.SizeChanged</u> ☑, <u>FrameworkElement.SourceUpdated</u> ☑,
FrameworkElement.TargetUpdated , FrameworkElement.ToolTipClosing ,
FrameworkElement.ToolTipOpening , FrameworkElement.Unloaded ,
<u>UIElement.AllowDropProperty</u> ✓ , <u>UIElement.AreAnyTouchesCapturedProperty</u> ✓ ,
<u>UIElement.AreAnyTouchesCapturedWithinProperty</u> ✓, <u>UIElement.AreAnyTouchesDirectlyOverProperty</u> ✓,
<u>UIElement.AreAnyTouchesOverProperty</u> , <u>UIElement.BitmapEffectInputProperty</u> , ,
<u>UIElement.BitmapEffectProperty</u> ♂, <u>UIElement.CacheModeProperty</u> ♂, <u>UIElement.ClipProperty</u> ♂,
<u>UIElement.ClipToBoundsProperty</u> → <u>UIElement.DragEnterEvent</u> → <u>UIElement.DragLeaveEvent</u> → ,
<u>UIElement.DragOverEvent</u> ∠ , <u>UIElement.DropEvent</u> ∠ , <u>UIElement.EffectProperty</u> ∠ ,
<u>UIElement.FocusableProperty</u> , <u>UIElement.GiveFeedbackEvent</u> , <u>UIElement.GotFocusEvent</u> ,
<u>UIElement.IsEnabledProperty</u> ∠, <u>UIElement.IsFocusedProperty</u> ∠, <u>UIElement.IsHitTestVisibleProperty</u> ∠,
<u>UIElement.IsKeyboardFocusedProperty</u>  

☑ , <u>UIElement.IsKeyboardFocusWithinProperty</u>  

☑ ,
<u>UIElement.IsManipulationEnabledProperty</u> , <u>UIElement.IsMouseCapturedProperty</u> ,
<u>UIElement.IsMouseCaptureWithinProperty</u> , <u>UIElement.IsMouseDirectlyOverProperty</u> ,
<u>UIElement.IsMouseOverProperty</u> , <u>UIElement.IsStylusCapturedProperty</u> ,
<u>UIElement.IsStylusCaptureWithinProperty</u> , <u>UIElement.IsStylusDirectlyOverProperty</u>, ,
<u>UIElement.IsStylusOverProperty</u> , <u>UIElement.IsVisibleProperty</u> , <u>UIElement.KeyDownEvent</u> ,
<u>UIElement.KeyUpEvent</u>

□ , <u>UIElement.LostFocusEvent</u>

□ , <u>UIElement.LostKeyboardFocusEvent</u>

□ ,
<u>UIElement.LostTouchCaptureEvent</u> , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> ,
<u>UIElement.ManipulationCompletedEvent</u> 

✓ , <u>UIElement.ManipulationDeltaEvent</u> 

✓ ,
<u>UIElement.ManipulationInertiaStartingEvent</u> , <u>UIElement.ManipulationStartedEvent</u> ,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</u> , <u>UIElement.MouseEnterEvent</u> ,
<u>UIElement.MouseLeaveEvent</u> ✓, <u>UIElement.MouseLeftButtonDownEvent</u> ✓,
<u>UIElement.MouseRightButtonDownEvent</u> , <u>UIElement.MouseRightButtonUpEvent</u> , ,
<u>UIElement.MouseUpEvent</u> 

☑ , <u>UIElement.MouseWheelEvent</u> 
☑ , <u>UIElement.OpacityMaskProperty</u> 
☑ ,
```

```
<u>UIElement.OpacityProperty</u> ♂, <u>UIElement.PreviewDragEnterEvent</u> ♂,
<u>UIElement.PreviewDragLeaveEvent</u> , <u>UIElement.PreviewDragOverEvent</u> ,
<u>UIElement.PreviewDropEvent</u> , <u>UIElement.PreviewGiveFeedbackEvent</u> ,
<u>UIElement.PreviewGotKeyboardFocusEvent</u> , <u>UIElement.PreviewKeyDownEvent</u> ,
<u>UIElement.PreviewKeyUpEvent</u> 

☑ , <u>UIElement.PreviewLostKeyboardFocusEvent</u> 
☑ ,
<u>UIElement.PreviewMouseDownEvent</u> , <u>UIElement.PreviewMouseLeftButtonDownEvent</u> ,
<u>UIElement.PreviewMouseRightButtonDownEvent</u> , <u>UIElement.PreviewMouseRightButtonUpEvent</u> ,
<u>UIElement.PreviewMouseUpEvent</u> , <u>UIElement.PreviewMouseWheelEvent</u> ,
<u>UIElement.PreviewQueryContinueDragEvent</u> <u>JUIElement.PreviewStylusButtonDownEvent</u> ,
<u>UIElement.PreviewStylusInAirMoveEvent</u> , <u>UIElement.PreviewStylusInRangeEvent</u> ,
<u>UIElement.PreviewStylusMoveEvent</u> , <u>UIElement.PreviewStylusOutOfRangeEvent</u> ,
<u>UIElement.PreviewTextInputEvent</u> ✓, <u>UIElement.PreviewTouchDownEvent</u> ✓,
<u>UIElement.PreviewTouchMoveEvent</u> , <u>UIElement.PreviewTouchUpEvent</u> ,
<u>UIElement.RenderTransformOriginProperty</u>, <u>UIElement.RenderTransformProperty</u>,
<u>UIElement.SnapsToDevicePixelsProperty</u> , <u>UIElement.StylusButtonDownEvent</u> , ,
<u>UIElement.StylusButtonUpEvent</u> , <u>UIElement.StylusDownEvent</u> , <u>UIElement.StylusEnterEvent</u> ,
<u>UIElement.StylusInAirMoveEvent</u> , <u>UIElement.StylusInRangeEvent</u> , <u>UIElement.StylusLeaveEvent</u> ,
<u>UIElement.StylusSystemGestureEvent</u> , <u>UIElement.StylusUpEvent</u> , <u>UIElement.TextInputEvent</u> ,
<u>UIElement.TouchDownEvent</u> , <u>UIElement.TouchEnterEvent</u> , <u>UIElement.TouchLeaveEvent</u> ,
<u>UIElement.TouchMoveEvent</u> , <u>UIElement.TouchUpEvent</u> , <u>UIElement.UidProperty</u> ,
<u>UIElement.VisibilityProperty</u> , <u>UIElement.AddHandler(RoutedEvent, Delegate)</u> , ,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u> 

□ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock)</u>  

✓ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u> ,
<u>UIElement.Arrange(Rect)</u> ∠ , <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u> ∠ ,
<u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)</u> ,
UIElement.InvalidateVisual() □ , UIElement.Measure(Size) □ ,
<u>UIElement.OnAccessKey(AccessKeyEventArgs)</u> ✓, <u>UIElement.OnChildDesiredSizeChanged(UIElement)</u> ✓,
<u>UIElement.OnDragOver(DragEventArgs)</u> , <u>UIElement.OnDrop(DragEventArgs)</u> , ,
```

```
<u>UIElement.OnGiveFeedback(GiveFeedbackEventArgs)</u> □ ,
<u>UIElement.OnGotStylusCapture(StylusEventArgs)</u> 

☑ , <u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> 
☑ ,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
\underline{UIElement.OnlsMouseCapturedChanged(DependencyPropertyChangedEventArgs)} \square \ ,
<u>UIElement.OnlsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> \( \textit{\textit{\textit{o}}} \) ,
<u>UIElement.OnlsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnKeyDown(KeyEventArgs)</u> , <u>UIElement.OnKeyUp(KeyEventArgs)</u> , ,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

∠ ,
<u>UIElement.OnLostMouseCapture(MouseEventArgs)</u> 

☑ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u> , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> , , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> ,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> ,
<u>UIElement.OnManipulationStarting(ManipulationStartingEventArgs)</u> \( \operatorname{\text{\substartingEventArgs}} \) \( \operatorname{\text{\substa
<u>UIElement.OnMouseDown(MouseButtonEventArgs)</u>  

☑ , <u>UIElement.OnMouseEnter(MouseEventArgs)</u>  
☑ ,
<u>UIElement.OnMouseLeftButtonDown(MouseButtonEventArgs)</u> □,
<u>UIElement.OnMouseMove(MouseEventArgs)</u> <a href="mailto:display: 10%">d</a>,
<u>UIElement.OnMouseRightButtonDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnMouseUp(MouseButtonEventArgs)</u>  

✓ ,
<u>UIElement.OnMouseWheel(MouseWheelEventArgs)</u> ☑ ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u>  
□ , <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u>  
□ ,
<u>UIElement.OnPreviewDragOver(DragEventArgs)</u> , <u>UIElement.OnPreviewDrop(DragEventArgs)</u> , ,
<u>UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs)</u> □ ,
<u>UIElement.OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> □ ,
<u>UIElement.OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)</u> ,
<u>UIElement.OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)</u> ,
```

```
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> \( \text{\textit{\text{\text{\text{ouseEventArgs}}}} \) \( \text{\text{\text{\text{\text{\text{ouseEventArgs}}}} \) \( \text{\text{\text{\text{\text{\text{ouseEventArgs}}}} \) \( \text{\text{\text{\text{\text{ouse}}}} \)
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusMove(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusUp(StylusEventArgs)</u> \( \textstyle \) ,
<u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u> , <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u> ,
<u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □ ,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> ∠, <u>UIElement.OnRender(DrawingContext)</u> ∠,
<u>UIElement.OnStylusButtonUp(StylusButtonEventArgs)</u> □,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u>  , <u>UIElement.OnStylusEnter(StylusEventArgs)</u>  , ,
<u>UIElement.OnStylusInAirMove(StylusEventArgs)</u>  , <u>UIElement.OnStylusInRange(StylusEventArgs)</u>  , <u>UIElement.OnStylusInRange(StylusEventArgs)</u>  ,
<u>UIElement.OnStylusOutOfRange(StylusEventArgs)</u>  

✓ ,
<u>UIElement.OnStylusUp(StylusEventArgs)</u> □ , <u>UIElement.OnTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnTouchDown(TouchEventArgs)</u> ✓, <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ✓,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> ✓, <u>UIElement.TranslatePoint(Point, UIElement)</u> ✓,
UIElement.AreAnyTouchesCapturedWithin ☑, UIElement.AreAnyTouchesDirectlyOver ☑,
<u>UIElement.AreAnyTouchesOver</u> → , <u>UIElement.BitmapEffect</u> → , <u>UIElement.BitmapEffectInput</u> → ,
<u>UIElement.CacheMode</u> ✓, <u>UIElement.Clip</u> ✓, <u>UIElement.Clip</u> ToBounds ✓,
<u>UIElement.CommandBindings</u> degree , <u>UIElement.DesiredSize</u> degree , <u>UIElement.Effect</u> degree , <u>UIElement.Focusable</u> degree ,
<u>UIElement.HasAnimatedProperties</u> , <u>UIElement.HasEffectiveKeyboardFocus</u> ,
```

```
<u>UIElement.InputBindings</u> ☑ , <u>UIElement.IsArrangeValid</u> ☑ , <u>UIElement.IsEnabled</u> ☑ ,
UIElement.lsEnabledCored, UIElement.lsFocusedd, UIElement.lsHitTestVisibled,
<u>UIElement.IsInputMethodEnabled</u> 

☑ , <u>UIElement.IsKeyboardFocused</u> 

☑ ,
<u>UIElement.IsKeyboardFocusWithin</u> <u>JUIElement.IsManipulationEnabled</u> <u>JUIElement.IsMeasureValid</u> <u>JUIElement.IsMeasureValid</u> ,
<u>UIElement.IsMouseCaptured</u> ☑ , <u>UIElement.IsMouseCaptureWithin</u> ☑ , <u>UIElement.IsMouseDirectlyOver</u> ☑ ,
<u>UIElement.IsMouseOver</u> day, <u>UIElement.IsStylusCaptured</u> day, <u>UIElement.IsStylusCaptureWithin</u> day,
<u>UIElement.IsStylusDirectlyOver</u> , <u>UIElement.IsStylusOver</u> , <u>UIElement.IsVisible</u> , <u>UIElement.Opacity</u> ,
<u>UIElement.OpacityMask</u>

☑ , <u>UIElement.PersistId</u>

☑ , <u>UIElement.RenderSize</u>

☑ ,
<u>UIElement.StylusPlugIns</u> ☑, <u>UIElement.TouchesCaptured</u> ☑, <u>UIElement.TouchesCapturedWithin</u> ☑,
<u>UIElement.TouchesDirectlyOver</u> → <u>UIElement.TouchesOver</u> → <u>UIElement.Uid</u> → <u>UIElement.Visibility</u> →
<u>UIElement.DragEnter</u> de , <u>UIElement.DragLeave</u> de , <u>UIElement.DragOver</u> de , <u>UIElement.Drag</u>
<u>UIElement.GotKeyboardFocus</u> de Julelement.GotMouseCapture de Julelement.GotStylusCapture de
<u>UIElement.GotTouchCapture</u> , <u>UIElement.IsEnabledChanged</u> , <u>UIElement.IsHitTestVisibleChanged</u> ,
<u>UIElement.IsKeyboardFocusedChanged</u> 
☐ , <u>UIElement.IsKeyboardFocusWithinChanged</u> ☐ ,
<u>UIElement.IsMouseCapturedChanged</u> 

☑ , <u>UIElement.IsMouseCaptureWithinChanged</u> 

☑ ,
<u>UIElement.IsMouseDirectlyOverChanged</u>, <u>UIElement.IsStylusCapturedChanged</u>,
<u>UIElement.IsVisibleChanged</u> , <u>UIElement.KeyDown</u> , <u>UIElement.KeyUp</u> ,
<u>UIElement.LayoutUpdated</u> ☑ , <u>UIElement.LostFocus</u> ☑ , <u>UIElement.LostKeyboardFocus</u> ☑ ,
<u>UIElement.LostMouseCapture</u> ✓ , <u>UIElement.LostStylusCapture</u> ✓ , <u>UIElement.LostTouchCapture</u> ✓ ,
<u>UIElement.ManipulationBoundaryFeedback</u> , <u>UIElement.ManipulationCompleted</u> ,
<u>UIElement.ManipulationDelta</u> ♂, <u>UIElement.ManipulationInertiaStarting</u> ♂,
<u>UIElement.ManipulationStarted</u> ✓, <u>UIElement.ManipulationStarting</u> ✓, <u>UIElement.MouseDown</u> ✓,
<u>UIElement.MouseEnter</u> <u>JUIElement.MouseLeave</u> <u>JUIElement.MouseLeftButtonDown</u> <u>JUIElement.MouseL</u>
<u>UIElement.MouseLeftButtonUp</u> ♂, <u>UIElement.MouseMove</u> ♂, <u>UIElement.MouseRightButtonDown</u> ♂,
<u>UIElement.MouseRightButtonUp</u> ♂, <u>UIElement.MouseUp</u> ♂, <u>UIElement.MouseWheel</u> ♂,
<u>UIElement.PreviewDragEnter</u> , <u>UIElement.PreviewDragLeave</u> , <u>UIElement.PreviewDragOver</u> ,
<u>UIElement.PreviewDrop</u>

☐ , <u>UIElement.PreviewGiveFeedback</u>
☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ ,
<u>UIElement.PreviewMouseDown</u> ♂, <u>UIElement.PreviewMouseLeftButtonDown</u> ♂,
<u>UIElement.PreviewMouseLeftButtonUp</u> , <u>UIElement.PreviewMouseMove</u>,
<u>UIElement.PreviewMouseRightButtonDown</u> , <u>UIElement.PreviewMouseRightButtonUp</u> ,
<u>UIElement.PreviewMouseUp</u> , <u>UIElement.PreviewMouseWheel</u> ,
<u>UIElement.PreviewQueryContinueDrag</u> , <u>UIElement.PreviewStylusButtonDown</u> ,
<u>UIElement.PreviewStylusButtonUp</u> , <u>UIElement.PreviewStylusDown</u> ,
<u>UIElement.PreviewStylusInAirMove</u>, <u>UIElement.PreviewStylusInRange</u>,
<u>UIElement.PreviewStylusMove</u> , <u>UIElement.PreviewStylusOutOfRange</u> ,
<u>UIElement.PreviewStylusSystemGesture</u> ∠, <u>UIElement.PreviewStylusUp</u> ∠, <u>UIElement.PreviewTextInput</u> ∠,
```

```
<u>UIElement.PreviewTouchDown</u> , <u>UIElement.PreviewTouchMove</u> , <u>UIElement.PreviewTouchUp</u> ,
<u>UIElement.StylusButtonUp</u>

☑ , <u>UIElement.StylusDown</u>

☑ , <u>UIElement.StylusEnter</u>

☑ ,
<u>UIElement.StylusInAirMove</u> , <u>UIElement.StylusInRange</u> , <u>UIElement.StylusLeave</u> ,
<u>UIElement.StylusMove</u> ♂, <u>UIElement.StylusOutOfRange</u> ♂, <u>UIElement.StylusSystemGesture</u> ♂,
<u>UIElement.StylusUp</u>

☑ , <u>UIElement.TextInput</u>

☑ , <u>UIElement.TouchDown</u>

☑ , <u>UIElement.TouchEnter</u>

☑ ,
<u>UIElement.TouchLeave</u> , <u>UIElement.TouchMove</u> , <u>UIElement.TouchUp</u> ,
Visual.AddVisualChild(Visual) . Visual.FindCommonVisualAncestor(DependencyObject) . ,
<u>Visual.IsAncestorOf(DependencyObject)</u> , <u>Visual.IsDescendantOf(DependencyObject)</u> , <u>visual.IsDescendantOf(DependencyObject)</u> , <u>visual.IsDescendantOf(DependencyObject)</u> , <u>visual.IsDescendantOf(DependencyObject)</u> , <u>visual.IsDescendantOf(DependencyObject)</u> .
Visual.PointFromScreen(Point)  

✓ , Visual.PointToScreen(Point)  

✓ , Visual.RemoveVisualChild(Visual)  

✓ ,
Visual.TransformToAncestor(Visual3D) ☑ , Visual.TransformToAncestor(Visual) ☑ ,
Visual.TransformToDescendant(Visual) ☑ , Visual.TransformToVisual(Visual) ☑ , Visual.VisualBitmapEffect ☑ ,
<u>Visual.VisualBitmapEffectInput</u> , <u>Visual.VisualBitmapScalingMode</u> , <u>Visual.VisualCacheMode</u> ,
<u>Visual.VisualClearTypeHint</u> , <u>Visual.VisualClip</u> , <u>Visual.VisualEdgeMode</u> , <u>Visual.VisualEffect</u> ,
<u>Visual.VisualOffset</u> , <u>Visual.VisualOpacity</u> , <u>Visual.VisualOpacityMask</u> , <u>Visual.VisualParent</u> ,
Visual.VisualScrollableAreaClip day, Visual.VisualTextHintingMode day, Visual.VisualTextRenderingMode day,
Visual.VisualTransform , Visual.VisualXSnappingGuidelines , Visual.VisualYSnappingGuidelines ,
<u>DependencyObject.ClearValue(DependencyProperty)</u> ,
<u>DependencyObject.ClearValue(DependencyPropertyKey)</u> ,
<u>DependencyObject.CoerceValue(DependencyProperty)</u> , <u>DependencyObject.Equals(object)</u> ,
<u>DependencyObject.GetHashCode()</u> ∠ , <u>DependencyObject.GetLocalValueEnumerator()</u> ∠ ,
<u>DependencyObject.GetValue(DependencyProperty)</u> 

✓ ,
<u>DependencyObject.InvalidateProperty(DependencyProperty)</u> ,
<u>DependencyObject.ReadLocalValue(DependencyProperty)</u> ,
<u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u> ,
<u>DependencyObject.SetValue(DependencyProperty, object)</u> ✓,
<u>DependencyObject.SetValue(DependencyPropertyKey, object)</u> 

✓ ,
<u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u> ,
<u>DependencyObject.DependencyObjectType</u>

☐, <u>DependencyObject.IsSealed</u>
☐,
<u>DispatcherObject.Dispatcher</u> double dispatcher double dou
object.MemberwiseClone() □ , object.ReferenceEquals(object, object) □
```

### **Constructors**

# AddVideoWindow(Video)

Constructor which initializes the necessary elements of the window. It creates an instance of YoutubeBrowserContextFactory and displays all stored playlists from the database.

```
public AddVideoWindow(Video p_video)
```

#### **Parameters**

p\_video Video

Video which will be added to playlists

# **Fields**

### buttons

List of dynamically created buttons. Each one of the button represents a different playlist.

```
public List<Button> buttons
```

### Field Value

<u>List</u> ♂ < <u>Button</u> ♂ >

# factory

Database context factory.

public readonly YoutubeBrowserDbContextFactory factory

#### Field Value

<u>YoutubeBrowserDbContextFactory</u>

### video

Video which the user wants to add to a certain playlist.

public Video video

#### Field Value

<u>Video</u>

### **Methods**

# Button\_Click(object, RoutedEventArgs)

Adds the associated video to the selected playlist in the database.

```
public void Button_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

```
sender <u>object</u>♂
```

The object that raised the event, which is expected to be a Button.

e RoutedEventArgs ☑

The event arguments for the click event.

# Create\_Button(string)

Dynamically creates a button for each existing playlist.

```
public void Create_Button(string name)
```

#### **Parameters**

```
name <u>string</u> ☑
```

The name for the playlist passed by the textbox for creating new button

# Create\_Playlist\_Click(object, RoutedEventArgs)

Creates a new playlist based on the name provided by the user and adds it to the database.

```
public void Create_Playlist_Click(object sender, RoutedEventArgs e)
```

### Parameters

sender <u>object</u>♂

The object that raises the event.

e RoutedEventArgs♂

The event arguments.

# Display\_Playlists()

Retrieves existing playlists from the database and creates buttons for each playlist.

public void Display\_Playlists()

# **Class App**

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

Interaction logic for App.xaml. Represents the entry point for the application.

```
public class App : Application, IQueryAmbient
```

#### Inheritance

<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>Application</u> ♂ ← App

#### **Implements**

#### **Inherited Members**

<u>Application.FindResource(object)</u> ✓, <u>Application.GetContentStream(Uri)</u> ✓, <u>Application.GetCookie(Uri)</u> ✓, Application.GetRemoteStream(Uri) d , Application.GetResourceStream(Uri) d , Application.LoadComponent(object, Uri) . Application.LoadComponent(Uri) . , Application.OnActivated(EventArgs) . Application.OnDeactivated(EventArgs)., , Application.OnExit(ExitEventArgs) < □ , <u>Application.OnLoadCompleted(NavigationEventArgs)</u> \( \textstyle \), <u>Application.OnNavigated(NavigationEventArgs)</u> 

✓ , <u>Application.OnNavigating(NavigatingCancelEventArgs)</u> , <u>Application.OnNavigationFailed(NavigationFailedEventArgs)</u> , <u>Application.OnNavigationProgress(NavigationProgressEventArgs)</u> , Application.OnNavigationStopped(NavigationEventArgs) , Application.OnSessionEnding(SessionEndingCancelEventArgs) . Application.Run() . , <u>Application.Run(Window)</u> ♂, <u>Application.SetCookie(Uri, string)</u> ♂, <u>Application.Shutdown()</u> ♂, <u>Application.Shutdown(int)</u> downward , <u>Application.TryFindResource(object)</u> downward , <u>Application.Current</u> downward , <u>Application.Shutdown(int)</u> downward , <u>Application.TryFindResource(object)</u> downward , <u>Application.TryFindRes</u> <u>Application.Resources</u> ✓, <u>Application.ShutdownMode</u> ✓, <u>Application.StartupUri</u> ✓, Application.DispatcherUnhandledException , Application.Exit , Application.FragmentNavigation , <u>Application.LoadCompleted</u> ☑ , <u>Application.Navigated</u> ☑ , <u>Application.Navigating</u> ☑ , <u>Application.NavigationFailed</u> ✓, <u>Application.NavigationProgress</u> ✓, <u>Application.NavigationStopped</u> ✓, <u>Application.SessionEnding</u> degree , <u>Application.Startup</u> degree , <u>DispatcherObject.Dispatcher</u> degree ,

<u>object.Equals(object)</u> , <u>object.Equals(object, object)</u> , <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

### **Constructors**

# App()

Initializes a new instance of the App class

```
public App()
```

### **Fields**

# CONNECTION\_STRING

Connection string representing the path to the database.

```
public const string CONNECTION_STRING = "Data Source=.\\YoutubeBrowser.db"
```

Field Value

### **Methods**

# OnStartup(StartupEventArgs)

Invoked when the application is starting up.

```
protected override void OnStartup(StartupEventArgs e)
```

#### **Parameters**

e  $\underline{StartupEventArgs}$ 

The StartupEventArgs that contains the event data.

# Class MainWindow

Namespace: <u>YoutubeBrowser</u>
Assembly: YoutubeBrowser.dll

The main window of the application.

```
public class MainWindow : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement,
IInputElement, IQueryAmbient, IAddChild
```

#### Inheritance

```
<u>object</u> ♂ ← <u>DispatcherObject</u> ♂ ← <u>DependencyObject</u> ♂ ← <u>Visual</u> ♂ ← <u>UIElement</u> ♂ ← 
FrameworkElement ♂ ← <u>Control</u> ♂ ← <u>ContentControl</u> ♂ ← <u>Window</u> ♂ ← <u>MainWindow</u>
```

#### **Implements**

<u>IAnimatable</u> ☑, <u>ISupportInitialize</u> ☑, <u>IFrameworkInputElement</u> ☑, <u>IInputElement</u> ☑, <u>IQueryAmbient</u> ☑, <u>IAddChild</u> ☑

#### **Inherited Members**

```
<u>Window.AllowsTransparencyProperty</u> , <u>Window.DpiChangedEvent</u> , <u>Window.IconProperty</u> ,
Window.IsActiveProperty 

∠ , Window.LeftProperty 

∠ , Window.ResizeModeProperty 

∠ ,
<u>Window.ShowActivatedProperty</u> ♂, <u>Window.ShowInTaskbarProperty</u> ♂,
<u>Window.SizeToContentProperty</u> ✓ , <u>Window.TaskbarItemInfoProperty</u> ✓ , <u>Window.TitleProperty</u> ✓ ,
Window.TopmostProperty down, Window.TopProperty down, Window.WindowStateProperty down, window.TopProperty down, window.WindowStateProperty down, down, window.TopProperty down, dow
Window.WindowStyleProperty 

✓ , Window.Activate() 

✓ , Window.ArrangeOverride(Size) 

✓ ,
Window.Close() ☐, Window.DragMove() ☐, Window.GetWindow(DependencyObject) ☐,
<u>Window.Hide()</u> □ , <u>Window.MeasureOverride(Size)</u> □ , <u>Window.OnActivated(EventArgs)</u> □ ,
<u>Window.OnClosed(EventArgs)</u> ✓ , <u>Window.OnClosing(CancelEventArgs)</u> ✓ ,
Window.OnContentChanged(object, object)  

✓ , Window.OnContentRendered(EventArgs)  

✓ ,
<u>Window.OnCreateAutomationPeer()</u> ♂, <u>Window.OnDeactivated(EventArgs)</u> ♂,
<u>Window.OnDpiChanged(DpiScale, DpiScale)</u> 

☑ , <u>Window.OnLocationChanged(EventArgs)</u> 
☑ ,
Window.OnManipulationBoundaryFeedback(ManipulationBoundaryFeedbackEventArgs) □,
Window.OnSourceInitialized(EventArgs) ☑, Window.OnStateChanged(EventArgs) ☑,
<u>Window.OnVisualChildrenChanged(DependencyObject, DependencyObject)</u> 

☑ ,
<u>Window.OnVisualParentChanged(DependencyObject)</u> , <u>Window.Show()</u> , <u>Window.ShowDialog()</u> ,
Window.AllowsTransparency, Window.DialogResult , Window.Icon , Window.IsActive , wi
Window.Left down, Window.LogicalChildren down, Window.OwnedWindows down, Window.Owner down, Window.OwnedWindows down, Window.OwnedWindow.
Window.ResizeMode ☑, Window.RestoreBounds ☑, Window.ShowActivated ☑,
<u>Window.ShowInTaskbar</u> ♂, <u>Window.SizeToContent</u> ♂, <u>Window.TaskbarItemInfo</u> ♂, <u>Window.Title</u> ♂,
Window.Top

☐ , Window.Topmost

☐ , Window.WindowStartupLocation

☐ , Window.WindowState

☐ ,
```

```
Window.WindowStyle down, Window.Activated down, Window.Closed down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closing down, Window.Closed down, Window.Closing down, Window.Closed down, Window.Clos
Window.ContentRendered ☑, Window.Deactivated ☑, Window.DpiChanged ☑,
Window.LocationChanged ☑, Window.SourceInitialized ☑, Window.StateChanged ☑,
ContentControl.ContentProperty down , ContentControl.ContentStringFormatProperty down ,
ContentControl.ContentTemplateProperty , ContentControl.ContentTemplateSelectorProperty ,
ContentControl.HasContentProperty . ContentControl.AddChild(object) . ,
ContentControl.AddText(string) ☑, ContentControl.OnContentStringFormatChanged(string, string) ☑,
<u>ContentControl.OnContentTemplateChanged(DataTemplate, DataTemplate)</u> ✓,
ContentControl.OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector) ,
ContentControl.Content day, ContentControl.ContentStringFormat day, ContentControl.ContentTemplate day,
ContentControl.ContentTemplateSelector day, ContentControl.HasContent day,
Control.BackgroundProperty derived , Control.BorderBrushProperty derived , Control.BorderThicknessProperty derived ,
Control.FontFamilyProperty ≥, Control.FontSizeProperty ≥, Control.FontStretchProperty ≥,
Control.FontStyleProperty ♂, Control.FontWeightProperty ♂, Control.ForegroundProperty ♂,
Control.MouseDoubleClickEvent down, Control.PaddingProperty down,
Control.PreviewMouseDoubleClickEvent ☑, Control.TabIndexProperty ☑, Control.TemplateProperty ☑,
Control. Vertical Content Alignment Property 7, Control. On Mouse Double Click (Mouse Button Event Args) 7, Control. Vertical Content Alignment Property 7, Control. On Mouse Double Click (Mouse Button Event Args) 7, Control. Vertical Content Alignment Property 7, Control. On Mouse Double Click (Mouse Button Event Args) 7, Control. On Mouse Double Click (Mouse Button Event Args) 8, Control. On Mouse Double Click (Mouse Button Event Args) 8, Control. On Mouse Double Click (Mouse Button Event Args) 8, Control. On Mouse Double Click (Mouse Button Event Args) 12, Control. On Mouse Double Click (Mouse Button Event Args) 12, Control. On Mouse Double Click (Mouse Button Event Args) 12, Control. On Mouse Double Click (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control. On Mouse Button Event Args (Mouse Button Event Args) 12, Control Event Args (Mouse Button Event Args (Mouse Button Event Args) 12, Control Event Args (Mouse
<u>Control.OnPreviewMouseDoubleClick(MouseButtonEventArgs)</u> ✓,
Control.OnTemplateChanged(ControlTemplate, ControlTemplate) 
☐ , Control.ToString() ☐ ,
Control.Background ☑, Control.BorderBrush ☑, Control.BorderThickness ☑, Control.FontFamily ☑,
Control.FontSize dots, Control.FontStretch dots, Control.FontStyle dots, Control.FontWeight dots,
Control.Foreground ☑, Control.HandlesScrolling ☑, Control.HorizontalContentAlignment ☑,
Control.IsTabStop☑, Control.Padding☑, Control.TabIndex☑, Control.Template☑,
Control. Vertical Content Alignment ☑, Control. Mouse Double Click ☑,
Control.PreviewMouseDoubleClick , FrameworkElement.ActualHeightProperty ,
FrameworkElement.ActualWidthProperty down a property down the frameworkElement.BindingGroupProperty down a property down the frameworkElement.BindingGroupProperty down a property down the frameworkElement.BindingGroupProperty down the frameworkElement and down the frameworkE
FrameworkElement.ContextMenuClosingEvent □ , FrameworkElement.ContextMenuOpeningEvent □ ,
FrameworkElement.ContextMenuProperty , FrameworkElement.CursorProperty ,
FrameworkElement.DataContextProperty 7, FrameworkElement.DefaultStyleKeyProperty 7,
FrameworkElement.FlowDirectionProperty, , FrameworkElement.FocusVisualStyleProperty, ,
FrameworkElement.ForceCursorProperty, , FrameworkElement.HeightProperty, ,
FrameworkElement.HorizontalAlignmentProperty , FrameworkElement.InputScopeProperty ,
FrameworkElement.LanguageProperty , FrameworkElement.LayoutTransformProperty ,
FrameworkElement.LoadedEvent . FrameworkElement.MarginProperty., ,
<u>FrameworkElement.MaxHeightProperty</u>, , <u>FrameworkElement.MaxWidthProperty</u>, ,
<u>FrameworkElement.MinHeightProperty</u> , <u>FrameworkElement.MinWidthProperty</u>, ,
<u>FrameworkElement.NameProperty</u> , <u>FrameworkElement.OverridesDefaultStyleProperty</u> ,
FrameworkElement.RequestBringIntoViewEvent , FrameworkElement.SizeChangedEvent ,
FrameworkElement.StyleProperty 7, FrameworkElement.TagProperty 7,
```

```
<u>FrameworkElement.ToolTipClosingEvent</u> , <u>FrameworkElement.ToolTipOpeningEvent</u> ,
<u>FrameworkElement.ToolTipProperty</u> ♂, <u>FrameworkElement.UnloadedEvent</u> ♂,
FrameworkElement.UseLayoutRoundingProperty down, FrameworkElement.VerticalAlignmentProperty down,
<u>FrameworkElement.WidthProperty</u> , <u>FrameworkElement.AddLogicalChild(object)</u> ,
FrameworkElement.ApplyTemplate() / , FrameworkElement.ArrangeCore(Rect) / ,
FrameworkElement.BeginInit() , FrameworkElement.BeginStoryboard(Storyboard) ,
<u>FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior)</u> ,
FrameworkElement.BeginStoryboard(Storyboard, HandoffBehavior, bool) ,
FrameworkElement.BringIntoView() , FrameworkElement.BringIntoView(Rect) ,
FrameworkElement.EndInit() , FrameworkElement.FindName(string) ,
FrameworkElement.FindResource(object) □ ,
<u>FrameworkElement.GetBindingExpression(DependencyProperty)</u> \( \mathref{J} \),
FrameworkElement.GetFlowDirection(DependencyObject) , FrameworkElement.GetLayoutClip(Size) ,
<u>FrameworkElement.GetTemplateChild(string)</u> , <u>FrameworkElement.GetUIParentCore()</u> ,
FrameworkElement.GetVisualChild(int) , FrameworkElement.MeasureCore(Size) ,
<u>FrameworkElement.MoveFocus(TraversalRequest)</u> ♂, <u>FrameworkElement.OnApplyTemplate()</u> ♂,
<u>FrameworkElement.OnContextMenuClosing(ContextMenuEventArgs)</u> ,
<u>FrameworkElement.OnContextMenuOpening(ContextMenuEventArgs)</u> \( \text{\textit{Z}} \) ,
<u>FrameworkElement.OnGotFocus(RoutedEventArgs)</u> ♂, <u>FrameworkElement.OnInitialized(EventArgs)</u> ♂,
\underline{FrameworkElement.OnPropertyChanged(DependencyPropertyChangedEventArgs)} \square ,
\underline{FrameworkElement.OnRenderSizeChanged(SizeChangedInfo)} \square \ \ ,
FrameworkElement.OnStyleChanged(Style, Style) ,
<u>FrameworkElement.OnToolTipClosing(ToolTipEventArgs)</u> ,
<u>FrameworkElement.OnToolTipOpening(ToolTipEventArgs)</u> ,
<u>FrameworkElement.ParentLayoutInvalidated(UIElement)</u> do ,
<u>FrameworkElement.PredictFocus(FocusNavigationDirection)</u> \( \textit{\rm} \) ,
<u>FrameworkElement.SetBinding(DependencyProperty, string)</u> <a href="mailto:cdf">cdf</a>, <a href
<u>FrameworkElement.SetFlowDirection(DependencyObject, FlowDirection)</u> <a href="mailto:rection">rection</a>(DependencyObject, FlowDirection)</a>
FrameworkElement.SetResourceReference(DependencyProperty, object) ,
<u>FrameworkElement.TryFindResource(object)</u> ♂, <u>FrameworkElement.UnregisterName(string)</u> ♂,
FrameworkElement.UpdateDefaultStyle()  

✓ , FrameworkElement.ActualHeight  

✓ ,
FrameworkElement.ActualWidth day, FrameworkElement.BindingGroup day,
FrameworkElement.ContextMenu , FrameworkElement.Cursor , FrameworkElement.DataContext ,
FrameworkElement.DefaultStyleKey 7, FrameworkElement.FlowDirection 7,
<u>FrameworkElement.FocusVisualStyle</u> ♂, <u>FrameworkElement.ForceCursor</u> ♂, <u>FrameworkElement.Height</u> ♂,
<u>FrameworkElement.HorizontalAlignment</u> , <u>FrameworkElement.InheritanceBehavior</u> ,
FrameworkElement.InputScope , FrameworkElement.IsInitialized , FrameworkElement.IsLoaded ,
FrameworkElement.Language , FrameworkElement.LayoutTransform , FrameworkElement.Margin ,
```

```
FrameworkElement.MaxHeight , FrameworkElement.MaxWidth , FrameworkElement.MinHeight ,
FrameworkElement.MinWidthd, FrameworkElement.Named,
FrameworkElement.OverridesDefaultStyle ♂, FrameworkElement.Parent ♂,
<u>FrameworkElement.Resources</u> ☑ , <u>FrameworkElement.Style</u> ☑ , <u>FrameworkElement.Tag</u> ☑ ,
<u>FrameworkElement.TemplatedParent</u> downward. Triggers downward. ToolTip downward. Triggers downward. Trigge
FrameworkElement.UseLayoutRounding , FrameworkElement.VerticalAlignment ,
FrameworkElement.VisualChildrenCount , FrameworkElement.Width ,
FrameworkElement.ContextMenuClosing , FrameworkElement.ContextMenuOpening ,
FrameworkElement.DataContextChanged , FrameworkElement.Initialized ,
FrameworkElement.Loaded , FrameworkElement.RequestBringIntoView ,
FrameworkElement.SizeChanged , FrameworkElement.SourceUpdated ,
FrameworkElement.ToolTipOpening , FrameworkElement.Unloaded ,
<u>UIElement.AllowDropProperty</u>  

☑ , <u>UIElement.AreAnyTouchesCapturedProperty</u>  

☑ ,
<u>UIElement.AreAnyTouchesCapturedWithinProperty</u> ✓, <u>UIElement.AreAnyTouchesDirectlyOverProperty</u> ✓,
<u>UIElement.AreAnyTouchesOverProperty</u> , <u>UIElement.BitmapEffectInputProperty</u> ,
<u>UIElement.BitmapEffectProperty</u> ∠, <u>UIElement.CacheModeProperty</u> ∠, <u>UIElement.ClipProperty</u> ∠,
<u>UIElement.ClipToBoundsProperty</u> , <u>UIElement.DragEnterEvent</u> , <u>UIElement.DragLeaveEvent</u> ,
<u>UIElement.DragOverEvent</u> ♂, <u>UIElement.DropEvent</u> ♂, <u>UIElement.EffectProperty</u> ♂,
<u>UIElement.FocusableProperty</u> do , <u>UIElement.GiveFeedbackEvent</u> do , <u>UIElement.GotFocusEvent</u> do ,
<u>UIElement.IsEnabledProperty</u> , <u>UIElement.IsFocusedProperty</u> , <u>UIElement.IsHitTestVisibleProperty</u> ,
<u>UIElement.IsKeyboardFocusedProperty</u> , <u>UIElement.IsKeyboardFocusWithinProperty</u> ,
<u>UIElement.IsManipulationEnabledProperty</u> , <u>UIElement.IsMouseCapturedProperty</u> ,
<u>UIElement.IsMouseCaptureWithinProperty</u> , <u>UIElement.IsMouseDirectlyOverProperty</u> ,
<u>UIElement.IsMouseOverProperty</u> , <u>UIElement.IsStylusCapturedProperty</u> , , , , , ,
<u>UIElement.IsStylusCaptureWithinProperty</u>, <u>UIElement.IsStylusDirectlyOverProperty</u>,
<u>UIElement.IsStylusOverProperty</u> , <u>UIElement.IsVisibleProperty</u> , <u>UIElement.KeyDownEvent</u> ,
<u>UIElement.KeyUpEvent</u> document.LostFocusEvent document.LostKeyboardFocusEvent document.LostKeyboardFocusEvent document.LostFocusEvent document.LostKeyboardFocusEvent document.LostFocusEvent document.LostKeyboardFocusEvent document.LostFocusEvent document.LostFocusEven
<u>UIElement.LostTouchCaptureEvent</u> , <u>UIElement.ManipulationBoundaryFeedbackEvent</u> ,
<u>UIElement.ManipulationCompletedEvent</u> , <u>UIElement.ManipulationDeltaEvent</u> ,
<u>UIElement.ManipulationInertiaStartingEvent</u> ♂, <u>UIElement.ManipulationStartedEvent</u> ♂,
<u>UIElement.ManipulationStartingEvent</u> , <u>UIElement.MouseDownEvent</u> , <u>UIElement.MouseEnterEvent</u> ,
<u>UIElement.MouseLeaveEvent</u> , <u>UIElement.MouseLeftButtonDownEvent</u> ,
<u>UIElement.MouseRightButtonDownEvent</u> ♂, <u>UIElement.MouseRightButtonUpEvent</u> ♂,
<u>UIElement.MouseUpEvent</u> double , <u>UIElement.MouseWheelEvent</u> double , <u>UIElement.OpacityMaskProperty</u> double ,
<u>UIElement.OpacityProperty</u> ♂, <u>UIElement.PreviewDragEnterEvent</u> ♂,
```

```
<u>UIElement.PreviewDragLeaveEvent</u> 
☐ , <u>UIElement.PreviewDragOverEvent</u> ☐ ,
UIElement.PreviewDropEvent♂, UIElement.PreviewGiveFeedbackEvent♂,
<u>UIElement.PreviewGotKeyboardFocusEvent</u> , <u>UIElement.PreviewKeyDownEvent</u> ,
<u>UIElement.PreviewKeyUpEvent</u> , <u>UIElement.PreviewLostKeyboardFocusEvent</u> , ,
<u>UIElement.PreviewMouseDownEvent</u> , <u>UIElement.PreviewMouseLeftButtonDownEvent</u> ,
<u>UIElement.PreviewMouseRightButtonDownEvent</u> , <u>UIElement.PreviewMouseRightButtonUpEvent</u> ,
<u>UIElement.PreviewMouseUpEvent</u> , <u>UIElement.PreviewMouseWheelEvent</u> ,
<u>UIElement.PreviewQueryContinueDragEvent</u> <u>JUIElement.PreviewStylusButtonDownEvent</u> ,
<u>UIElement.PreviewStylusInAirMoveEvent</u> , <u>UIElement.PreviewStylusInRangeEvent</u> ,
<u>UIElement.PreviewStylusMoveEvent</u> , <u>UIElement.PreviewStylusOutOfRangeEvent</u> , ,
<u>UIElement.PreviewTextInputEvent</u> ∠ , <u>UIElement.PreviewTouchDownEvent</u> ∠ ,
<u>UIElement.PreviewTouchMoveEvent</u> , <u>UIElement.PreviewTouchUpEvent</u> , , <u>UIElement.PreviewTouchUpEvent</u> ,
<u>UIElement.RenderTransformOriginProperty</u>, <u>UIElement.RenderTransformProperty</u>,
<u>UIElement.SnapsToDevicePixelsProperty</u> , <u>UIElement.StylusButtonDownEvent</u> ,
<u>UIElement.StylusButtonUpEvent</u> down the interest of the control 
<u>UIElement.StylusInAirMoveEvent</u> , <u>UIElement.StylusInRangeEvent</u> , <u>UIElement.StylusLeaveEvent</u> ,
<u>UIElement.StylusSystemGestureEvent</u> , <u>UIElement.StylusUpEvent</u> , <u>UIElement.TextInputEvent</u> ,
UIElement.TouchDownEvent ☑, UIElement.TouchEnterEvent ☑, UIElement.TouchLeaveEvent ☑,
<u>UIElement.TouchMoveEvent</u> , <u>UIElement.TouchUpEvent</u> , <u>UIElement.UidProperty</u> ,
<u>UIElement.VisibilityProperty</u> , <u>UIElement.AddHandler(RoutedEvent, Delegate)</u> , ,
<u>UIElement.AddHandler(RoutedEvent, Delegate, bool)</u>

☑ ,
<u>UIElement.ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)</u> ,
<u>UIElement.Arrange(Rect)</u> → <u>UIElement.BeginAnimation(DependencyProperty, AnimationTimeline)</u> → ,
UIElement.Focus() ☑ , UIElement.GetAnimationBaseValue(DependencyProperty) ☑ ,
UIElement.OnGiveFeedback(GiveFeedbackEventArgs) □ ,
```

```
<u>UIElement.OnGotStylusCapture(StylusEventArgs)</u> <u>⊿</u>, <u>UIElement.OnGotTouchCapture(TouchEventArgs)</u> <u>⊿</u>,
<u>UIElement.OnlsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)</u> ,
<u>UIElement.OnlsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> \( \text{\subset} \) ,
<u>UIElement.OnlsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)</u> \( \textit{\rm } \) ,
<u>UIElement.OnlsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)</u> □ ,
<u>UIElement.OnKeyDown(KeyEventArgs)</u> , <u>UIElement.OnKeyUp(KeyEventArgs)</u> , ,
<u>UIElement.OnLostFocus(RoutedEventArgs)</u>  

✓ ,
<u>UIElement.OnLostMouseCapture(MouseEventArgs)</u> □ ,
<u>UIElement.OnLostStylusCapture(StylusEventArgs)</u> 

☑ , <u>UIElement.OnLostTouchCapture(TouchEventArgs)</u> 
☑ ,
<u>UIElement.OnManipulationDelta(ManipulationDeltaEventArgs)</u> □ ,
<u>UIElement.OnManipulationInertiaStarting(ManipulationInertiaStartingEventArgs)</u> \( \operatorname{\operatorname{\text{J}}} \) ,
<u>UIElement.OnMouseLeave(MouseEventArgs)</u>  

✓ ,
<u>UIElement.OnMouseLeftButtonDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnMouseMove(MouseEventArgs)</u> □ ,
<u>UIElement.OnMouseRightButtonUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnMouseWheel(MouseWheelEventArgs)</u>

☑ ,
<u>UIElement.OnPreviewDragEnter(DragEventArgs)</u> ∠ , <u>UIElement.OnPreviewDragLeave(DragEventArgs)</u> ∠ ,
<u>UIElement.OnPreviewDragOver(DragEventArgs)</u> ∠ , <u>UIElement.OnPreviewDrop(DragEventArgs)</u> ∠ ,
UIElement.OnPreviewGiveFeedback(GiveFeedbackEventArgs) □ ,
<u>UIElement.OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)</u> ☑ ,
\underline{\mathsf{UIElement}.\mathsf{OnPreviewLostKeyboardFocus}(\mathsf{KeyboardFocusChangedEventArgs})} \square
<u>UIElement.OnPreviewMouseDown(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseMove(MouseEventArgs)</u> □ ,
```

```
<u>UIElement.OnPreviewMouseRightButtonDown(MouseButtonEventArgs)</u> \( \textit{\textit{o}} \) ,
<u>UIElement.OnPreviewMouseUp(MouseButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewMouseWheel(MouseWheelEventArgs)</u> □ ,
<u>UIElement.OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)</u> ,
<u>UIElement.OnPreviewStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusDown(StylusDownEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInAirMove(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusInRange(StylusEventArgs)</u> □ ,
<u>UIElement.OnPreviewStylusOutOfRange(StylusEventArgs)</u>  

✓ ,
<u>UIElement.OnPreviewStylusUp(StylusEventArgs)</u> \( \textstyle \) ,
<u>UIElement.OnPreviewTextInput(TextCompositionEventArgs)</u> □ ,
<u>UIElement.OnPreviewTouchDown(TouchEventArgs)</u> ✓,
<u>UIElement.OnPreviewTouchMove(TouchEventArgs)</u>  , <u>UIElement.OnPreviewTouchUp(TouchEventArgs)</u>  , <u>UIELement.OnPreviewTouchUp</u>
<u>UIElement.OnQueryContinueDrag(QueryContinueDragEventArgs)</u> □ ,
<u>UIElement.OnQueryCursor(QueryCursorEventArgs)</u> , <u>UIElement.OnRender(DrawingContext)</u> ,
<u>UIElement.OnStylusButtonDown(StylusButtonEventArgs)</u> □ ,
<u>UIElement.OnStylusDown(StylusDownEventArgs)</u> , <u>UIElement.OnStylusEnter(StylusEventArgs)</u> ,
<u>UIElement.OnStylusUp(StylusEventArgs)</u>  

☑ , <u>UIElement.OnTextInput(TextCompositionEventArgs)</u>  
☑ ,
<u>UIElement.OnTouchDown(TouchEventArgs)</u> ∠ , <u>UIElement.OnTouchEnter(TouchEventArgs)</u> ∠ ,
<u>UIElement.OnTouchLeave(TouchEventArgs)</u>  

☑ , <u>UIElement.OnTouchMove(TouchEventArgs)</u>  
☑ ,
<u>UIElement.RemoveHandler(RoutedEvent, Delegate)</u> ♂, <u>UIElement.TranslatePoint(Point, UIElement)</u> ♂,
UIElement.AreAnyTouchesCapturedWithin ☑, UIElement.AreAnyTouchesDirectlyOver ☑,
<u>UIElement.AreAnyTouchesOver</u> , <u>UIElement.BitmapEffect</u> , <u>UIElement.BitmapEffectInput</u> ,
<u>UIElement.CacheMode</u> ♂, <u>UIElement.Clip</u> ♂, <u>UIElement.Clip</u> ToBounds ♂,
<u>UIElement.CommandBindings</u> , <u>UIElement.DesiredSize</u> , <u>UIElement.Effect</u> , <u>UIElement.Focusable</u> ,
<u>UIElement.HasAnimatedProperties</u> , <u>UIElement.HasEffectiveKeyboardFocus</u> ,
<u>UIElement.InputBindings</u> ♂, <u>UIElement.IsArrangeValid</u> ♂, <u>UIElement.IsEnabled</u> ♂,
```

```
<u>UIElement.IsEnabledCore</u> ✓, <u>UIElement.IsFocused</u> ✓, <u>UIElement.IsHitTestVisible</u> ✓,
 <u>UIElement.IsInputMethodEnabled</u> 

☑ , <u>UIElement.IsKeyboardFocused</u> 

☑ ,
 <u>UIElement.IsKeyboardFocusWithin</u> <u>JUIElement.IsManipulationEnabled</u> <u>JUIElement.IsMeasureValid</u> <u>JUIElement.IsMeasureValid</u> ,
<u>UIElement.IsMouseCaptured</u> ☑ , <u>UIElement.IsMouseCaptureWithin</u> ☑ , <u>UIElement.IsMouseDirectlyOver</u> ☑ ,
<u>UIElement.IsMouseOver</u> dotd , <u>UIElement.IsStylusCaptured</u> dotd , <u>UIElement.IsStylusCaptureWithin</u> dotd ,
 <u>UIElement.IsStylusDirectlyOver</u> , <u>UIElement.IsStylusOver</u> , <u>UIElement.IsVisible</u> , <u>UIElement.Opacity</u> ,
<u>UIElement.OpacityMask</u>

☑ , <u>UIElement.PersistId</u>

☑ , <u>UIElement.RenderSize</u>

☑ ,
<u>UIElement.RenderTransform</u> ✓, <u>UIElement.RenderTransformOrigin</u> ✓, <u>UIElement.SnapsToDevicePixels</u> ✓,
 <u>UIElement.StylusPlugIns</u> , <u>UIElement.TouchesCaptured</u> , <u>UIElement.TouchesCapturedWithin</u> ,
 <u>UIElement.TouchesDirectlyOver</u> , <u>UIElement.TouchesOver</u> , <u>UIElement.Uid</u> , <u>UIElement.Visibility</u> ,
<u>UIElement.DragEnter</u> de , <u>UIElement.DragLeave</u> de , <u>UIElement.DragOver</u> de , <u>UIELement.Drag</u>
<u>UIElement.FocusableChanged</u> ☑ , <u>UIElement.GiveFeedback</u> ☑ , <u>UIElement.Go</u>tFocus ☑ ,
 <u>UIElement.GotKeyboardFocus</u> de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotKeyboardFocus de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotMouseCapture de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotMouseCapture de Julelement.GotMouseCapture de Julelement.GotStylusCapture de Julelement.GotMouseCapture de Julelement.GotMouseCapture
<u>UIElement.GotTouchCapture</u> , <u>UIElement.IsEnabledChanged</u> , <u>UIElement.IsHitTestVisibleChanged</u> ,
<u>UIElement.IsKeyboardFocusedChanged</u> , <u>UIElement.IsKeyboardFocusWithinChanged</u> ,
 <u>UIElement.IsMouseCapturedChanged</u> , <u>UIElement.IsMouseCaptureWithinChanged</u> ,
<u>UIElement.IsMouseDirectlyOverChanged</u> , <u>UIElement.IsStylusCapturedChanged</u> ,
<u>UIElement.IsStylusCaptureWithinChanged</u> 
□ , <u>UIElement.IsStylusDirectlyOverChanged</u> 
□ ,
<u>UIElement.IsVisibleChanged</u> , <u>UIElement.KeyDown</u> , <u>UIElement.KeyUp</u> ,
 <u>UIElement.LayoutUpdated</u> document.LostFocus document.LostKeyboardFocus document.LostKeyboardFocus document.LostKeyboardFocus document.LostKeyboardFocus document.LostKeyboardFocus document.LostKeyboardFocus document.LostFocus document.LostKeyboardFocus document.LostFocus document.LostKeyboardFocus document.LostFocus document.LostFocu
<u>UIElement.LostMouseCapture</u> de , <u>UIElement.LostStylusCapture</u> de , <u>UIElement.LostTouchCapture</u> de ,
<u>UIElement.ManipulationBoundaryFeedback</u> , <u>UIElement.ManipulationCompleted</u> ,
 <u>UIElement.ManipulationDelta</u> , <u>UIElement.ManipulationInertiaStarting</u> ,
<u>UIElement.ManipulationStarted</u> ✓, <u>UIElement.ManipulationStarting</u> ✓, <u>UIElement.MouseDown</u> ✓,
<u>UIElement.MouseEnter</u> <u>JUIElement.MouseLeave</u> <u>JUIElement.MouseLeftButtonDown</u> <u>JUIElement.MouseL</u>
<u>UIElement.MouseLeftButtonUp</u> day, <u>UIElement.MouseMove</u> day, <u>UIElement.MouseRightButtonDown</u> day,
<u>UIElement.MouseRightButtonUp</u> ♂, <u>UIElement.MouseUp</u> ♂, <u>UIElement.MouseWheel</u> ♂,
<u>UIElement.PreviewDragEnter</u> , <u>UIElement.PreviewDragLeave</u> , <u>UIElement.PreviewDragOver</u> ,
<u>UIElement.PreviewDrop</u>

☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ , <u>UIElement.PreviewGotKeyboardFocus</u>
☐ ,
 <u>UIElement.PreviewKeyDown</u>
<a href="mailto:dienent.PreviewKeyUp">dienent.PreviewKeyDown</a>
<a href="mailto:dienent.PreviewLostKeyboardFocus">dienent.PreviewKeyUp</a>
<a href="mailto:dienent.PreviewLostKeyboardFocus">dienent.PreviewLostKeyboardFocus</a>
<a href="mailto:dienent.PreviewLostKeyboardFocus</a>
<a href="mailto:dienent.PreviewLostKeyboardFocus">dienent.PreviewLostKeyboardFocus</a
<u>UIElement.PreviewMouseLeftButtonUp</u> , <u>UIElement.PreviewMouseMove</u>,
 <u>UIElement.PreviewMouseRightButtonDown</u> , <u>UIElement.PreviewMouseRightButtonUp</u> ,
<u>UIElement.PreviewMouseUp</u> , <u>UIElement.PreviewMouseWheel</u> ,
<u>UIElement.PreviewQueryContinueDrag</u> , <u>UIElement.PreviewStylusButtonDown</u> ,
 <u>UIElement.PreviewStylusButtonUp</u> , <u>UIElement.PreviewStylusDown</u> ,
<u>UIElement.PreviewStylusInAirMove</u>, <u>UIElement.PreviewStylusInRange</u>,
<u>UIElement.PreviewStylusMove</u> , <u>UIElement.PreviewStylusOutOfRange</u> ,
<u>UIElement.PreviewStylusSystemGesture</u> , <u>UIElement.PreviewStylusUp</u> , <u>UIElement.PreviewTextInput</u> ,
 UIElement.PreviewTouchDown day, UIElement.PreviewTouchMove day, UIElement.PreviewTouchUp day,
```

```
<u>UIElement.QueryContinueDrag</u> , <u>UIElement.QueryCursor</u> , <u>UIElement.StylusButtonDown</u> , ,
<u>UIElement.StylusButtonUp</u> dark, <u>UIElement.StylusDown</u> dark, <u>UIElement.StylusEnter</u> dark,
<u>UIElement.StylusInAirMove</u> , <u>UIElement.StylusInRange</u> , <u>UIElement.StylusLeave</u> ,
<u>UIElement.StylusMove</u> □, <u>UIElement.StylusOutOfRange</u> □, <u>UIElement.StylusSystemGesture</u> □,
<u>UIElement.StylusUp</u> ♂, <u>UIElement.TextInput</u> ♂, <u>UIElement.TouchDown</u> ♂, <u>UIElement.TouchEnter</u> ♂,
<u>UIElement.TouchLeave</u> , <u>UIElement.TouchMove</u> , <u>UIElement.TouchUp</u> ,
Visual.AddVisualChild(Visual) , Visual.FindCommonVisualAncestor(DependencyObject) ,
\underline{Visual.IsAncestorOf(DependencyObject)} \, \underline{ \square} \, \, , \, \underline{Visual.IsDescendantOf(DependencyObject)} \, \underline{ \square} \, , \, \underline{Visual.IsDescendantOf(DependencyObject)} \, \underline{ \square} \, \, , \, \underline{ 
<u>Visual.PointFromScreen(Point)</u> ✓ , <u>Visual.PointToScreen(Point)</u> ✓ , <u>Visual.RemoveVisualChild(Visual)</u> ✓ ,
Visual.TransformToAncestor(Visual3D) ..., Visual.TransformToAncestor(Visual) ...,
<u>Visual.TransformToDescendant(Visual)</u> ∠ , <u>Visual.TransformToVisual(Visual)</u> ∠ , <u>Visual.VisualBitmapEffect</u> ∠ ,
<u>Visual.VisualBitmapEffectInput</u> ✓, <u>Visual.VisualBitmapScalingMode</u> ✓, <u>Visual.VisualCacheMode</u> ✓,
<u>Visual.VisualClearTypeHint</u> , <u>Visual.VisualClip</u> , <u>Visual.VisualEdgeMode</u> , <u>Visual.VisualEffect</u> ,
Visual.VisualOffset ☑, Visual.VisualOpacity ☑, Visual.VisualOpacityMask ☑, Visual.VisualParent ☑,
Visual.VisualScrollableAreaClip , Visual.VisualTextHintingMode , Visual.VisualTextRenderingMode , visual.VisualTextRenderingMode
Visual.VisualTransform , Visual.VisualXSnappingGuidelines , Visual.VisualYSnappingGuidelines ,
 <u>DependencyObject.ClearValue(DependencyPropertyKey)</u>

□ ,
 <u>DependencyObject.CoerceValue(DependencyProperty)</u> , <u>DependencyObject.Equals(object)</u> ,
 <u>DependencyObject.GetHashCode()</u> ∠ , <u>DependencyObject.GetLocalValueEnumerator()</u> ∠ ,
 <u>DependencyObject.InvalidateProperty(DependencyProperty)</u> ,
 <u>DependencyObject.ReadLocalValue(DependencyProperty)</u> ,
 <u>DependencyObject.SetCurrentValue(DependencyProperty, object)</u> □ ,
 <u>DependencyObject.SetValue(DependencyProperty, object)</u> 
□ ,
 <u>DependencyObject.SetValue(DependencyPropertyKey, object)</u> ,
 <u>DependencyObject.ShouldSerializeProperty(DependencyProperty)</u> ,
 <u>DependencyObject.DependencyObjectType</u>

✓ , <u>DependencyObject.IsSealed</u>

✓ ,
 <u>DispatcherObject.Dispatcher</u> doublect. <u>Equals(object, object)</u> doublect. <u>GetType()</u> doublect. <u>Jobject.GetType()</u> doublect
 object.MemberwiseClone() ♂, object.ReferenceEquals(object, object) ♂
```

### **Constructors**

### MainWindow()

Initializes a new instance of the MainWindow class

```
public MainWindow()
```

# **Fields**

# apiService

YouTube API service used for fetching videos

public readonly IYoutubeApi apiService

Field Value

<u>IYoutubeApi</u>

# displayed\_playlist

Stores the information about currently displayed playlist

public Playlist? displayed\_playlist

Field Value

**Playlist** 

# displayed\_video

Currently displayed video

public Video? displayed\_video

Field Value

<u>Video</u>

# factory

Database context factory instance for easy access to the database

#### Field Value

<u>YoutubeBrowserDbContextFactory</u>

# playlistsDisplayed

Determines if the stored playlists are currently displayed

public bool playlistsDisplayed

Field Value

<u>bool</u> ♂

### scrollViewer

ScrollViewer used for displaying playlists.

public ScrollViewer scrollViewer

Field Value

<u>ScrollViewer</u> □

# search\_text

Last searched query

public string search\_text

Field Value

<u>string</u> □

#### videos

Currently listed videos

```
public Dictionary<string, Video> videos
```

Field Value

<u>Dictionary</u> ♂ < <u>string</u> ♂, <u>Video</u> >

### **Methods**

# Add\_Click(object, RoutedEventArgs)

For adding the currently displayed video to a playlist. After clicking, the AddVideoWindow is opening. Method is invoked after the user clicks on the Add button.

```
public void Add_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

sender <u>object</u>♂

The object that raises the event.

e RoutedEventArgs♂

The event arguments.

# Clear\_Playlists\_Click(object, RoutedEventArgs)

Utility function to remove all playlists from database.

```
public void Clear_Playlists_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

sender <u>object</u>♂

The object that raises the event.

#### e <u>RoutedEventArgs</u> ☑

The event arguments.

# Click\_Search(object, RoutedEventArgs)

Search for videos based on the provided search query. Function is invoked after user clicks on the Search button.

```
public void Click_Search(object sender, RoutedEventArgs e)
```

#### **Parameters**

sender <u>object</u>♂

The object that raises the event.

e RoutedEventArgs ☑

The event arguments.

# Create\_Playlist\_Button(string, GridLength)

Creates a button for a playlist. This method dynamically creates object for a playlist and binds appropriate events to it.

```
public Button Create_Playlist_Button(string name, GridLength width)
```

#### **Parameters**

name <u>string</u> ☑

The name of the playlist.

width <u>GridLength</u> □

The width of the button.

#### Returns

#### **Button** ☑

The created button.

# Create\_Playlist\_ScrollViewer()

Creates a ScrollViewer for displaying playlists.

```
public void Create_Playlist_ScrollViewer()
```

# DestroyImages()

Clears the panel displaying images. this method is invoked whenever there was and update to the displayed videos.

```
public void DestroyImages()
```

# DisplayImages()

Displays images representing fetched videos. This method dynamically creates objects for every video and binds appropriate events to them.

```
public void DisplayImages()
```

# GetEmbedAddress(string)

Retrieves the embed address for a YouTube video based on its ID.

```
public static string GetEmbedAddress(string youtube_Id)
```

#### **Parameters**

```
youtube_Id <u>string</u> ☑
```

The ID of the YouTube video.

#### Returns

#### <u>string</u> □

The embed address for the YouTube video.

# Image\_Click(object, RoutedEventArgs)

A handler for an event which occurs when the user clicks on an image representing a video. This method retrieves the youtube id from the sender and displayes the desired video in the main frame.

```
public void Image_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

#### sender <u>object</u>♂

The object that raises the event.

e RoutedEventArgs ☑

The event arguments.

# Image\_RightClick(object, MouseButtonEventArgs)

Event handler for right-clicking on an image representing a video. Remove video from playlist after right click.

```
public void Image RightClick(object sender, MouseButtonEventArgs e)
```

#### **Parameters**

#### sender <u>object</u>♂

The object that raises the event.

e <u>MouseButtonEventArgs</u>♂

The event arguments.

# Playlist\_Button\_Click(object, RoutedEventArgs)

Event handler for clicking on a playlist button. When this method is invoked, all the videos from the playlist are listed in a column.

```
public void Playlist_Button_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

sender <u>object</u> ♂

The object that raises the event.

e RoutedEventArgs ☑

The event arguments.

# Playlist\_Button\_PreviewMouseRightButtonDown(object, MouseButtonEventArgs)

Remove Playlist and PlaylistVideo object after right clicking on a button representing given playlist. If the deleted playlist has just been displayed, all the associated videos are also deleted and the column representing videos is cleared.

```
public void Playlist_Button_PreviewMouseRightButtonDown(object sender,
MouseButtonEventArgs e)
```

#### **Parameters**

sender <u>object</u>♂

e <u>MouseButtonEventArgs</u>♂

# RemovePlaylistScrollViewer()

Remove ScrollViewer for displayed playlists

```
public void RemovePlaylistScrollViewer()
```

# Remove\_video\_from\_displayed\_playlist(string)

Remove video from a displayed playlist.

```
public void Remove_video_from_displayed_playlist(string videoId)
```

#### **Parameters**

videoId <u>string</u>♂

Video Id to remove

# UpdatePlaylistView()

Updates the displayed playlists.

```
public void UpdatePlaylistView()
```

# Update\_Playlist\_Videos()

Updates the list of videos in the displayed playlist. The method is invoked when the user clicks on a button representing different Playlist. It is also invoked when there was a video added to or deleted from a playlist.

```
public void Update_Playlist_Videos()
```

## YourPlaylists\_Click(object, RoutedEventArgs)

Event handler for clicking on the "Your Playlists" button. When this method is invoked for the first time, a ScrollViewer object with all stored playlists is displayed. When invoked for the second time, it destroys the ScrollViever, hiding all playlists.

```
public void YourPlaylists_Click(object sender, RoutedEventArgs e)
```

#### **Parameters**

sender <u>object</u>♂

The object that raises the event.

e RoutedEventArgs♂

The event arguments.

# findVideo(string)

Finds a video by its ID.

public Video findVideo(string video\_id)

#### **Parameters**

video\_id <u>string</u>♂

The ID of the video to find.

#### Returns

#### <u>Video</u>

The found video.

# Namespace YoutubeBrowser.ApiService

# Classes

#### **YoutubeApiService**

Methods of interacting with the YouTube data API to download videos

# **Interfaces**

#### <u>IYoutubeApi</u>

Interface for interacting with the YouTube API.

# Interface IYoutubeApi

Namespace: YoutubeBrowser.ApiService

Assembly: YoutubeBrowser.dll

Interface for interacting with the YouTube API.

public interface IYoutubeApi

# **Methods**

# GetVideos(string, int)

Fetches a list of videos from YouTube based on the specified search query and the number of videos to retrieve.

Task<List<Video>> GetVideos(string search, int video\_n)

#### **Parameters**

#### search <u>string</u>♂

The search query to use when fetching videos.

video\_n <u>int</u>♂

The number of videos to retrieve.

#### Returns

Task < < List < < Video > >

The result contains a list of Video objects.

# Class YoutubeApiService

Namespace: YoutubeBrowser.ApiService

Assembly: YoutubeBrowser.dll

Methods of interacting with the YouTube data API to download videos

public class YoutubeApiService : IYoutubeApi

#### Inheritance

#### **Implements**

<u>IYoutubeApi</u>

#### **Inherited Members**

### Constructors

# YoutubeApiService()

Initiates a new instance of the YoutubeApiService class with the default API key and application name.

public YoutubeApiService()

### **Fields**

### service

Represents the YouTube service used for API requests.

public readonly YouTubeService service

#### Field Value

# **Methods**

# GetVideos(string, int)

Downloads a list of YouTube videos based on specific search criteria.

```
public Task<List<Video>> GetVideos(string search, int video_n)
```

#### **Parameters**

Search request to perform

```
video_n <u>int</u>♂
```

The maximum number of videos to download.

#### Returns

```
Task < < List < < Video > >
```

List of videos

# ParseVideo(SearchResult)

Parses a SearchResult object into a Video object.

```
public static Video ParseVideo(SearchResult searchResult)
```

#### **Parameters**

#### 

Object to parse

#### Returns

### <u>Video</u>

Model with parsed data

# Namespace YoutubeBrowser.DbContexts

# Classes

#### YoutubeBrowserContext

Class for managing database context

#### <u>YoutubeBrowserDbContextFactory</u>

Factory class which makes database context creation easier

# Class YoutubeBrowserContext

Namespace: YoutubeBrowser.DbContexts

Assembly: YoutubeBrowser.dll

Class for managing database context

```
public class YoutubeBrowserContext : DbContext, IInfrastructure<IServiceProvider>,
IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService,
IDisposable, IAsyncDisposable
```

#### Inheritance

<u>object</u> ✓ ← <u>DbContext</u> ✓ ← YoutubeBrowserContext

#### **Implements**

<u>IInfrastructure</u> ♂ < <u>IServiceProvider</u> ♂ >, <u>IDbContextDependencies</u> ♂, <u>IDbSetCache</u> ♂, <u>IDbContextPoolable</u> ♂, <u>IResettableService</u> ♂, <u>IDisposable</u> ♂, <u>IAsyncDisposable</u> ♂

#### **Inherited Members**

```
<u>DbContext.Set<TEntity>()</u> □ , <u>DbContext.Set<TEntity>(string)</u> □ ,
```

<u>DbContext.OnConfiguring(DbContextOptionsBuilder)</u> \( \operatorname{C} \),

<u>DbContext.ConfigureConventions(ModelConfigurationBuilder)</u> □,

 $\underline{DbContext.OnModelCreating(ModelBuilder)} \, \underline{ \ } \ , \, \underline{DbContext.SaveChanges()} \, \underline{ \ } \ , \, \underline{DbContext.SaveChanges()} \, \underline{ \ } \ , \, \underline{ \ } \ , \, \underline{DbContext.SaveChanges()} \, \underline{ \ } \ , \, \underline{ \ } \ , \, \underline{DbContext.SaveChanges()} \, \underline{ \ } \ , \, \underline{ \ } \ , \, \underline{DbContext.SaveChanges()} \, \underline{ \ } \ , \, \underline{ \ } \ , \, \underline{ \ } \ , \, \underline{ \ } \ \underline{ \ } \ , \, \underline{ \ } \ \underline{ \ } \ , \, \underline{ \ } \ \underline{$ 

<u>DbContext.DisposeAsync()</u> □ , <u>DbContext.Entry < TEntity > (TEntity)</u> □ , <u>DbContext.Entry(object)</u> □ ,

<u>DbContext.Add<TEntity>(TEntity)</u> ✓ , <u>DbContext.AddAsync<TEntity>(TEntity, CancellationToken)</u> ✓ ,

 $\underline{DbContext.Attach {<} TEntity {>} (\underline{TEntity}) {!} {!} {!} , \underline{DbContext.Update {<} TEntity {>} (\underline{TEntity}) {!} {!} {!} ,}$ 

 $\underline{DbContext.Remove {<} TEntity{>} (\underline{TEntity})} \, \underline{\square} \, \, , \, \underline{DbContext.Add(object)} \, \underline{\square} \, \, , \, \\$ 

 $\underline{\mathsf{DbContext}}.\underline{\mathsf{AddAsync}}(\underline{\mathsf{object}},\underline{\mathsf{CancellationToken}}) \square \mathsf{d} \ , \ \underline{\mathsf{DbContext}}.\underline{\mathsf{Attach}}(\underline{\mathsf{object}}) \square \mathsf{d} \ , \\ \underline{\mathsf{Attach}}(\underline{\mathsf{object}}) \square \mathsf{d} \ , \\ \underline{\mathsf{DbContext}}.\underline{\mathsf{Attach}}(\underline{\mathsf{object}}) \square \mathsf{d} \ , \\ \underline{\mathsf{DbContext}}(\underline{\mathsf{object}}) \square \mathsf{d} \ , \\ \underline{\mathsf{DbContext}}$ 

<u>DbContext.Update(object)</u> , <u>DbContext.Remove(object)</u> , <u>DbContext.AddRange(params object[])</u> , ,

<u>DbContext.UpdateRange(params object[])</u> ♂, <u>DbContext.RemoveRange(params object[])</u> ♂,

<u>DbContext.AddRange(IEnumerable < object > )</u> □ ,

 $\underline{DbContext.AddRangeAsync(IEnumerable < object >, CancellationToken)} \square \ \, ,$ 

 $\underline{DbContext.AttachRange(IEnumerable < object >)} \square \ , \ \underline{DbContext.UpdateRange(IEnumerable < object >)}$ 

<u>DbContext.FindAsync(Type, params object[])</u> <a href="mailto:object">object</a>[])</a> <a href="mailto:object">object</a>[])</a> <a href="mailto:object">object</a>[])</a>

 $\underline{DbContext.FindAsync(\underline{Type,object[]},CancellationToken)} \, \underline{\square} \, \, , \, \underline{DbContext.FindAsync(\underline{Type,object[]})} \, \underline{\square} \, , \, \underline{DbContext.FindAsync(\underline{Type,object[]})} \, \underline{\square} \, \, , \, \underline{\square}$ 

<u>DbContext.FindAsync<TEntity>(params object[])</u> □,

```
DbContext.FindAsync<TEntity>(object[], CancellationToken), ,

DbContext.FromExpression<TResult>(Expression<Func<lQueryable<TResult>>>), ,

DbContext.Database, , DbContext.ChangeTracker, , DbContext.Model, , DbContext.ContextId, ,

DbContext.SavingChanges, , DbContext.SavedChanges, , DbContext.SaveChangesFailed, ,

object.Equals(object), , object.Equals(object, object), , object.GetHashCode(), , object.GetType(), ,

object.MemberwiseClone(), , object.ReferenceEquals(object, object), object.ToString(), object.ToString(),
```

#### Constructors

# YoutubeBrowserContext(DbContextOptions)

Default constructor for database context

```
public YoutubeBrowserContext(DbContextOptions options)
```

#### **Parameters**

options <u>DbContextOptions</u> ☑

Optional parameters for specifying databse properties

# **Properties**

# **Playlists**

Database set of Playlists

```
public DbSet<Playlist> Playlists { get; set; }
```

### Property Value

DbSet < Playlist >

# PlaylistsVideos

Junction table between Videos and Playlists (many-to-many relationship)

```
public DbSet<PlaylistVideo> PlaylistsVideos { get; set; }
```

# Property Value

<u>DbSet</u> < <u>PlaylistVideo</u> >

# Videos

Database set of Videos

```
public DbSet<Video> Videos { get; set; }
```

# Property Value

<u>DbSet</u> < <u>Video</u> >

# Class YoutubeBrowserDbContextFactory

Namespace: YoutubeBrowser.DbContexts

Assembly: YoutubeBrowser.dll

Factory class which makes database context creation easier

```
public class YoutubeBrowserDbContextFactory :
IDesignTimeDbContextFactory<YoutubeBrowserContext>
```

#### **Inheritance**

<u>object</u> ✓ ← YoutubeBrowserDbContextFactory

#### **Implements**

<u>IDesignTimeDbContextFactory</u> < <u>YoutubeBrowserContext</u>>

#### **Inherited Members**

 $\underline{object.Equals(object)} \ "", \ \underline{object.Equals(object, object)} \ "", \ \underline{object.GetHashCode()} \ "", \ \underline{object.GetType()} \ "", \ \underline{object.MemberwiseClone()} \ "", \ \underline{object.ReferenceEquals(object, object)} \ "", \ \underline{object.ToString()} \ ""$ 

# **Methods**

# CreateDbContext(string[])

Method for creating database context. The context is created using Sqlite library.

```
public YoutubeBrowserContext CreateDbContext(string[] args)
```

#### **Parameters**

args <u>string</u>♂[]

Optional arguments for database context

#### Returns

**YoutubeBrowserContext** 

Database context of a type YoutubeBrowserContext

# Namespace YoutubeBrowser.Migrations Classes

#### <u>initial</u>

A base class inherited by each EF Core migration.

# Class initial

Namespace: YoutubeBrowser.Migrations

Assembly: YoutubeBrowser.dll

A base class inherited by each EF Core migration.

```
[DbContext(typeof(YoutubeBrowserContext))]
[Migration("20240421112801_initial")]
public class initial : Migration
```

#### Inheritance

<u>object</u> ♂ ← <u>Migration</u> ♂ ← initial

#### **Inherited Members**

Migration.InitialDatabase☑, Migration.TargetModel☑, Migration.UpOperations☑, Migration.DownOperations☑, Migration.ActiveProvider☑, object.Equals(object)☑, object.Equals(object, object)☑, object.GetHashCode()☑, object.GetType()☑, object.MemberwiseClone()☑, object.ReferenceEquals(object, object)☑, object.ToString()☑

### Remarks

See <u>Database migrations</u> of for more information and examples.

# **Methods**

# BuildTargetModel(ModelBuilder)

Implemented to build the <u>TargetModel</u> ☑.

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

#### **Parameters**

modelBuilder ModelBuilder♂

#### Remarks

See <u>Database migrations</u> of for more information and examples.

# Down(MigrationBuilder)

Builds the operations that will migrate the database 'down'.

protected override void Down(MigrationBuilder migrationBuilder)

#### **Parameters**

migrationBuilder <u>MigrationBuilder</u> ✓

#### Remarks

That is, builds the operations that will take the database from the state left in by this migration so that it returns to the state that it was in before this migration was applied.

This method must be overridden in each class that inherits from <u>Migration</u> if both 'up' and 'down' migrations are to be supported. If it is not overridden, then calling it will throw and it will not be possible to migrate in the 'down' direction.

See <u>Database migrations</u> of for more information and examples.

# Up(MigrationBuilder)

Builds the operations that will migrate the database 'up'.

protected override void Up(MigrationBuilder migrationBuilder)

#### **Parameters**

migrationBuilder <u>MigrationBuilder</u> ☑

The <u>MigrationBuilder</u> d that will build the operations.

### Remarks

That is, builds the operations that will take the database from the state left in by the previous migration so that it is up-to-date with regard to this migration.

This method must be overridden in each class that inherits from Migration ☑.

See <u>Database migrations</u> of for more information and examples.

# Namespace YoutubeBrowser.Models

# Classes

#### <u>Playlist</u>

Database model representing Playlist table

#### <u>PlaylistVideo</u>

Junction table between Videos and Playlists

#### <u>Video</u>

Database model representing a Video table

# **Class Playlist**

[Key]

public int Id { get; set; }

[DatabaseGenerated(DatabaseGeneratedOption.Identity)]

Namespace: YoutubeBrowser.Models Assembly: YoutubeBrowser.dll Database model representing Playlist table public class Playlist Inheritance <u>object</u> 

✓ Playlist **Inherited Members** object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂, **Properties** Description Description of the playlist | Optional parameter public string? Description { get; set; } Property Value <u>string</u> ☑ Id Id of the playlist | Primary key | Autoincremented

# Property Value

<u>int</u>♂

# Name

Name of the playlist | Required parameter

```
[Required]
public string Name { get; set; }
```

Property Value

# **Videos**

Collection of Videos which are included in the playlist

```
public ICollection<Video> Videos { get; set; }
```

Property Value

<u>ICollection</u> < <u>Video</u> >

# Class PlaylistVideo

```
Namespace: YoutubeBrowser.Models
Assembly: YoutubeBrowser.dll
Junction table between Videos and Playlists
 public class PlaylistVideo
Inheritance
<u>object</u>  

✓ PlaylistVideo
Inherited Members
object.Equals(object) ♂, object.Equals(object, object) ♂, object.GetHashCode() ♂, object.GetType() ♂,
Properties
ID
PlaylistVideo ID | Primary key
 [Key]
  [DatabaseGenerated(DatabaseGeneratedOption.Identity)]
 public int ID { get; set; }
Property Value
<u>int</u> ☑
Playlist
 [ForeignKey("PlaylistId")]
```

public virtual Playlist Playlist { get; set; }

Property Value

# PlaylistId

```
public int PlaylistId { get; set; }
Property Value
int♂
```

# Video

```
[ForeignKey("VideoId")]
public virtual Video Video { get; set; }
```

Property Value

<u>Video</u>

# VideoId

```
public int VideoId { get; set; }
```

Property Value

<u>int</u>♂

# Class Video

Namespace: YoutubeBrowser.Models

Assembly: YoutubeBrowser.dll

Database model representing a Video table

```
public class Video
```

#### Inheritance

object 

✓ Video

#### **Inherited Members**

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$ 

# **Properties**

### Id

Id of the Video | Primary Key | Autoincremented

```
[Key]
[DatabaseGenerated(DatabaseGeneratedOption.Identity)]
public int Id { get; set; }
```

# Property Value

<u>int</u>♂

# **Playlists**

Collection of playlists that the video belongs to

```
public virtual ICollection<Playlist> Playlists { get; set; }
```

# Property Value

# Thumbnail\_url

Url of the video's thumbnail | Required field

```
[Required]
public string Thumbnail_url { get; set; }
```

Property Value

# Title

Title of the video | Required field

```
[Required]
public string Title { get; set; }
```

Property Value

<u>string</u> □

# Youtubeld

Youtubeld identiying the video | Required field

```
[Required]
public string YoutubeId { get; set; }
```

# Property Value

<u>string</u> ☑

# Namespace YoutubeBrowser.Utility

# Classes

Messages

Utility class for displaying messages to the user

# **Class Messages**

Namespace: YoutubeBrowser.Utility

Assembly: YoutubeBrowser.dll

Utility class for displaying messages to the user

public static class Messages

Inheritance

<u>object</u> < Messages

**Inherited Members** 

 $\underline{object.Equals(object)} \ \ \ \ \ \underline{object.Equals(object, object)} \ \ \ \ \ \underline{object.MemberwiseClone()} \ \ \ \ \underline{object.ReferenceEquals(object, object)} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \ \underline{object.ToString()} \ \ \underline{object.ToStrin$ 

# **Methods**

showMessageBox(string, string, MessageBoxButton)

Static method for displaying MessageBox objects with information

public static void showMessageBox(string message, string caption, MessageBoxButton button)

**Parameters** 

message <u>string</u>♂

Main content of the message

caption <u>string</u> ☑

Caption of the message

button <u>MessageBoxButton</u> ☑

Type of button to be displayed: Ok | OkCancel | YesNoCancel | YesNo