

PRACTICE 2 - STUDENTS MARKS APPLICATION

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User Manual

This application is based on WPF, this means that has a user interface, as it is shown on the following lines. It's use is very simple:

id	name	surname	governidentifier	degreeid	degree
63	Pepe	The	Terrorista	1	
109	Lago	Blanco	123	2	
45	Sakamoto	Kunomatu	12312323	3	
114	pepe	Navarro	55555555	2	
55	estud	no grau	213		
82	MuchasPrueba	Pruebasss	321	3	
116	Pepe	Le	Pro		
79	aaaa	bbbb	abc	3	
86	Quentin	Tarantino		4	
85	Fidelo	Castros	4R	5	
90	Pepe	Flores	12345656	3	
46	oscar	santos	123	6	

1. "Filter by": With this text fields we can filter the elements shown on the central grid. The filtering is based on autorefresh, so it will load while text fields are being typed.
2. "Selected Item": Once an item is selected on the grid, this text fields get the values of that, in order to get the user a quick and easy modify action. The user can write on the text fields on this section, making the modifications that he wants, and that will be effective when pushing the "Edit selected item" button.
3. "New Item": Simple section: user just has to type the information about the estudent that he wants to insert and push the "Insert new item" to insert it.

Conclusions

This was an interesting practice at it was an easy introduction to WPF. Without being a very hard work, we could get in touch with the basic notions that we need to know about WPF. Moreover, we could see on this practice the true LINQ potential: being able to interact with a

database without any effort, treating it very closely as how we would do it with any other collection.

The most difficult part of this practice was the connection to the database and the import of the LinqToDB library.