

Pokédex

Ver Todos Aço Água Dragão Elétrico Fada Fantasma Fogo Gelo Inseto Lutador Normal Pedra Planta Psíquico Sombrio Terrestre Venenoso Voador



Nº 001

Bulbasaur

Planta Venenoso



Nº 002

Ivysaur

Planta Venenoso



Nº 003

Venusaur

Planta Venenoso



Nº 004

Charmander

Fogo



Criando o Repositório

Abra um navegador de sua preferência e carregue o site do GitHub.

Faça login em sua conta

gallojunior (José Antonio Gallo J. X +

https://github.com/gallojunior

gallojunior

Overview Repositories 64 Projects Packages Stars 4

Popular repositories

Pokedex Public

Este projeto foi elaborado para demonstrar o desenvolvimento de páginas Razor, com ASP.NET CORE 5, leitura de arquivo JSON, gravação e leitura de dados em sessão e exibição de lista e detalhes de o...

C# 3

GenshinImpact Public

Projeto Asp.Net MVC .Net 6.0, para demonstrar leitura de arquivos JSON para exibição de dados, com criação de serviços e classes abstratas.

HTML 2

zombies-ate-my-hamburguers Public

Projeto de jogo utilizando a biblioteca processing.js

JavaScript 1

galojunior.github.io Public

HTML 3

todo-angular Public

Exemplo de projeto Angular com uso de localStorage

TypeScript 2

GranTiete Public

Repositório de Conteúdo das Aulas de Estrutura de Dados e Programação de Algoritmos

1 2

Customize your pins

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Edit profile

Etec Comendador João Rays

Barra Bonita, SP, Brasil

gallojunior@gmail.com

gallojunior.github.io

248 contributions in the last year

Contribution settings ▾ 2024

Mar Apr May Jun Jul Aug Sep Oct Nov Dec Jan Feb

Mon Wed Fri

Learn how we count contributions Less More

Contribution activity

2023

2022

2021

2020

2019

A red arrow points to the user's profile picture in the top right corner.

gallojunior (José Antonio Gallo J. X +

https://github.com/gallojunior

gallojunior

Overview Repositories 64 Projects Packages Stars 4

Popular repositories

Pokedex Public
Este projeto foi elaborado para demonstrar o desenvolvimento de páginas Razor, com ASP.NET CORE 5, leitura de arquivo JSON, gravação e leitura de dados em sessão e exibição de lista e detalhes de o...
C# 3 stars

GenshinImpact Public
Projeto Asp.Net MVC .Net 6.0, para demonstrar leitura de arquivos JSON para exibição de dados, com criação de serviços e classes abstratas.
HTML 2 stars

zombies-ate-my-hamburguers Public
Projeto de jogo utilizando a biblioteca processing.js
JavaScript 1 star

galojunior.github.io
HTML 3 stars

todo-angular Public
Exemplo de projeto Angular com uso de localStorage
TypeScript 2 stars

GranTiete Public
Repositório de Conteúdo das Aulas de Estrutura de Dados e Programação de Algoritmos
1 star 2 issues

Customize yo...

67 followers · 22 following

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248 contributions in the last year

Contribution settings ▾ 2024

Learn how we count contributions

Less More

Contribution activity

Type / to search

gallojunior José Antonio Gallo Junior

Working from home

Your profile

Add account

Your repositories

Your projects

Your Copilot

Your organizations

Your enterprises

Your stars

Your sponsors

Your gists

Upgrade

Try Enterprise

Feature preview

Settings

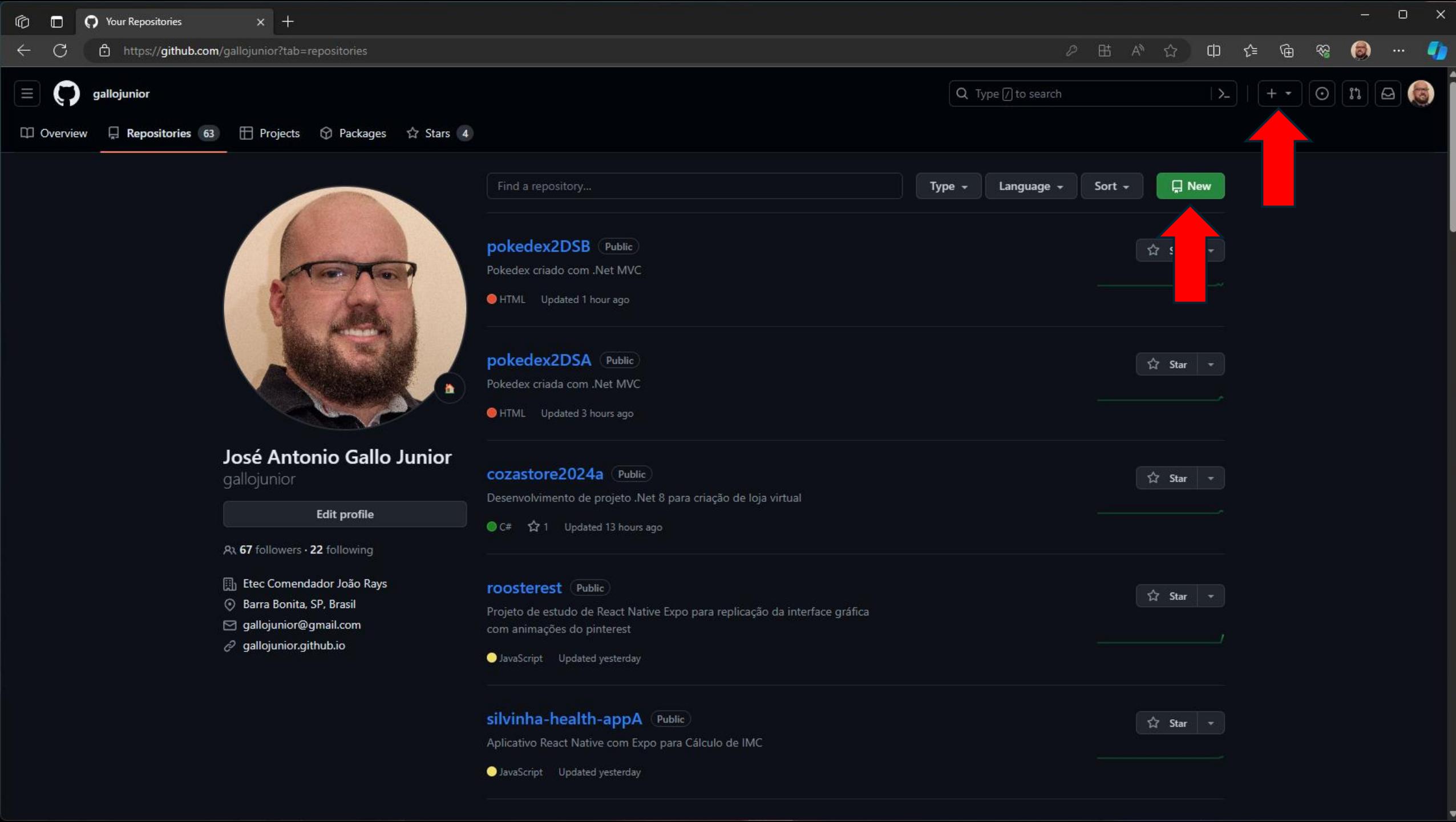
GitHub Docs

GitHub Support

Sign out

Customize yo...

A red arrow points to the "Your repositories" link in the sidebar.



New repository

https://github.com/new

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Required fields are marked with an asterisk (*).

Owner *  gallojunior / Repository name * pokedex.net.mvc  pokedex.net.mvc is available.

Great repository names are short and memorable. Need inspiration? How about [congenial-sniffle](#) ?

Description (optional)
Projeto desenvolvimento em .Net 8 padrão MVC C# para leitura de JSON e simulação de Pokedex

 Public Anyone on the internet can see this repository. You choose who can commit.
  Private You choose who can see and commit to this repository.

Initialize this repository with:
 Add a README file This is where you can write a long description for your project. [Learn more about READMEs](#).

Add .gitignore
.gitignore template: [VisualStudio](#) Choose which files not to track from a list of templates. [Learn more about ignoring files](#).

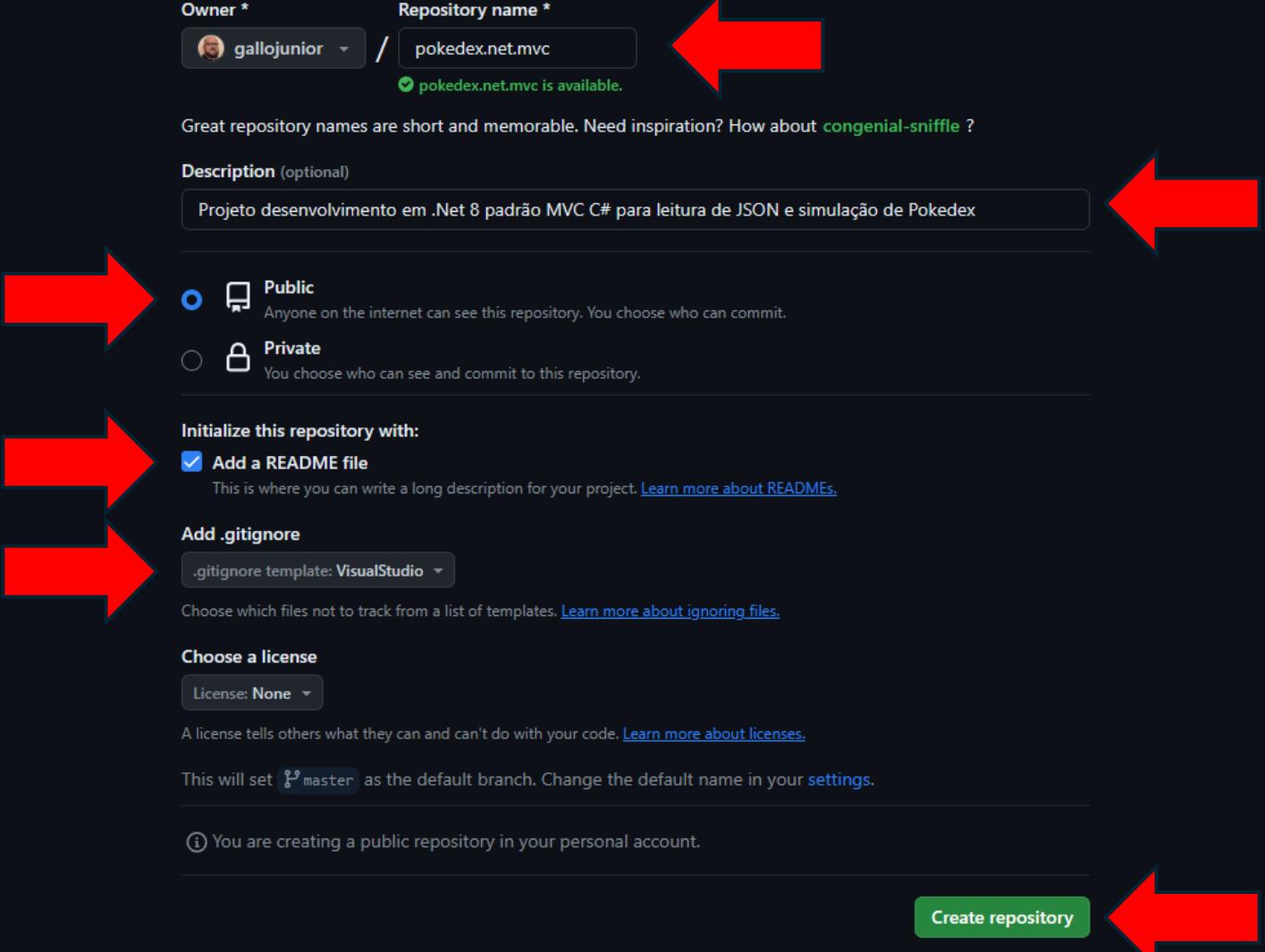
Choose a license
License: [None](#)

A license tells others what they can and can't do with your code. [Learn more about licenses](#).

This will set  master as the default branch. Change the default name in your [settings](#).

 You are creating a public repository in your personal account.

[Create repository](#)



A screenshot of a GitHub repository page for "pokedex.net.mvc". The page shows the repository's structure, commit history, and README content. A large red arrow points upwards from the bottom of the README section towards the "Code" dropdown menu.

The repository details:

- Code** (highlighted by a red arrow)
- Issues**
- Pull requests**
- Actions**
- Projects**
- Wiki**
- Security**
- Insights**
- Settings**

pokedex.net.mvc Public

master · 1 Branch · 0 Tags

Go to file Add file Code

Initial commit by gallojunior · 875d0ea · now

.gitignore · Initial commit

README.md · Initial commit

README

pokedex.net.mvc

Projeto desenvolvimento em .Net 8 padrão MVC C# para leitura de JSON e simulação de Pokédex

About

Projeto desenvolvimento em .Net 8 padrão MVC C# para leitura de JSON e simulação de Pokédex

Readme

Activity

0 stars

1 watching

0 forks

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package

© 2024 GitHub, Inc. Terms Privacy Security Status Docs Contact Manage cookies Do not share my personal information

A screenshot of a GitHub repository page for "pokedex.net.mvc". The repository is public and has 1 branch and 0 tags. The README file is visible, showing a brief description of the project as a .Net 8 MVC C# application for reading JSON and simulating a Pokédex.

The "Code" tab is selected. A context menu is open over the "Clone" button in the "Local" section, showing options for "HTTPS", "SSH", and "GitHub CLI". The "HTTPS" option is highlighted with a red arrow. The URL <https://github.com/gallojunior/pokedex.net.mvc> is displayed in the "Copy url to clipboard" field.

The repository has 0 stars and 1 watching. It also lists 0 releases and 0 packages published.

At the bottom, there is a footer with links to GitHub's Terms, Privacy, Security, Status, Docs, Contact, Manage cookies, and a "Do not share my personal information" checkbox.

Clonando o Repositório

Abra o Visual Studio Code

A screenshot of the Visual Studio Code (VS Code) interface. The top bar includes the VS Code logo, File, Edit, Selection, View, and a three-dot menu. The title bar shows "Welcome". The left sidebar has icons for Explorer, Search, Repository, Open, Recent, and Settings, with a red arrow pointing to the Repository icon. The main area displays the "Welcome" view with sections for "Start", "Recent", and "Walkthroughs".

File Edit Selection View ... ← → Search

EXPLORER ... Welcome X

NO FOLDER OPENED

You have not yet opened a folder.

Open Folder

Opening a folder will close all currently open editors. To keep them open, add a folder instead.

You can clone a repository locally.

Clone Repository

To learn more about how to use Git and source control in VS Code [read our docs](#).

Start

- New File...
- Open File...
- Open Folder...
- Clone Git Repository...
- Connect to...

Recent

Walkthroughs

Learn the Fundamentals

Angular Schematic... Updated

Get Started with ... Updated

Getting Started w... Updated

More...

Show welcome page on startup

< X 0 ! 0 ⚡ 0 Go Live 🔍

EXPLORER Clone from GitHub remote sources ...

NO FOLDER OPENED

You have not yet opened a folder.

Open Folder

Opening a folder will close all currently open editors. To keep them open, [add a folder instead](#).

You can clone a repository locally.

Clone Repository

To learn more about how to use Git and source control in VS Code [read our docs](#).

Start

-  New File...
-  Open File...
-  Open Folder...
-  Clone Git Repository...
-  Connect to...

Recent

Walkthroughs

 Learn the Fundamentals

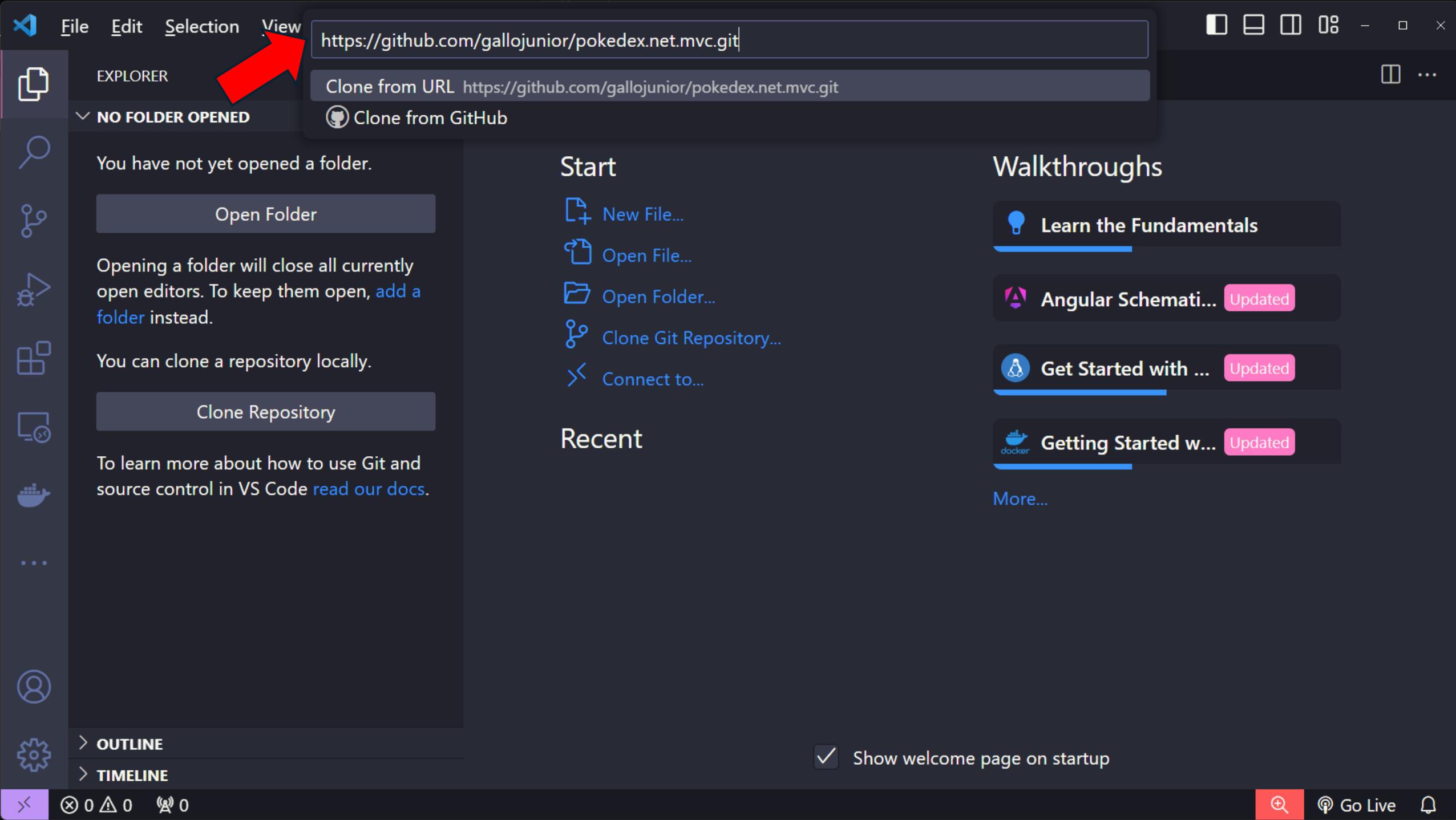
 Angular Schematic... Updated

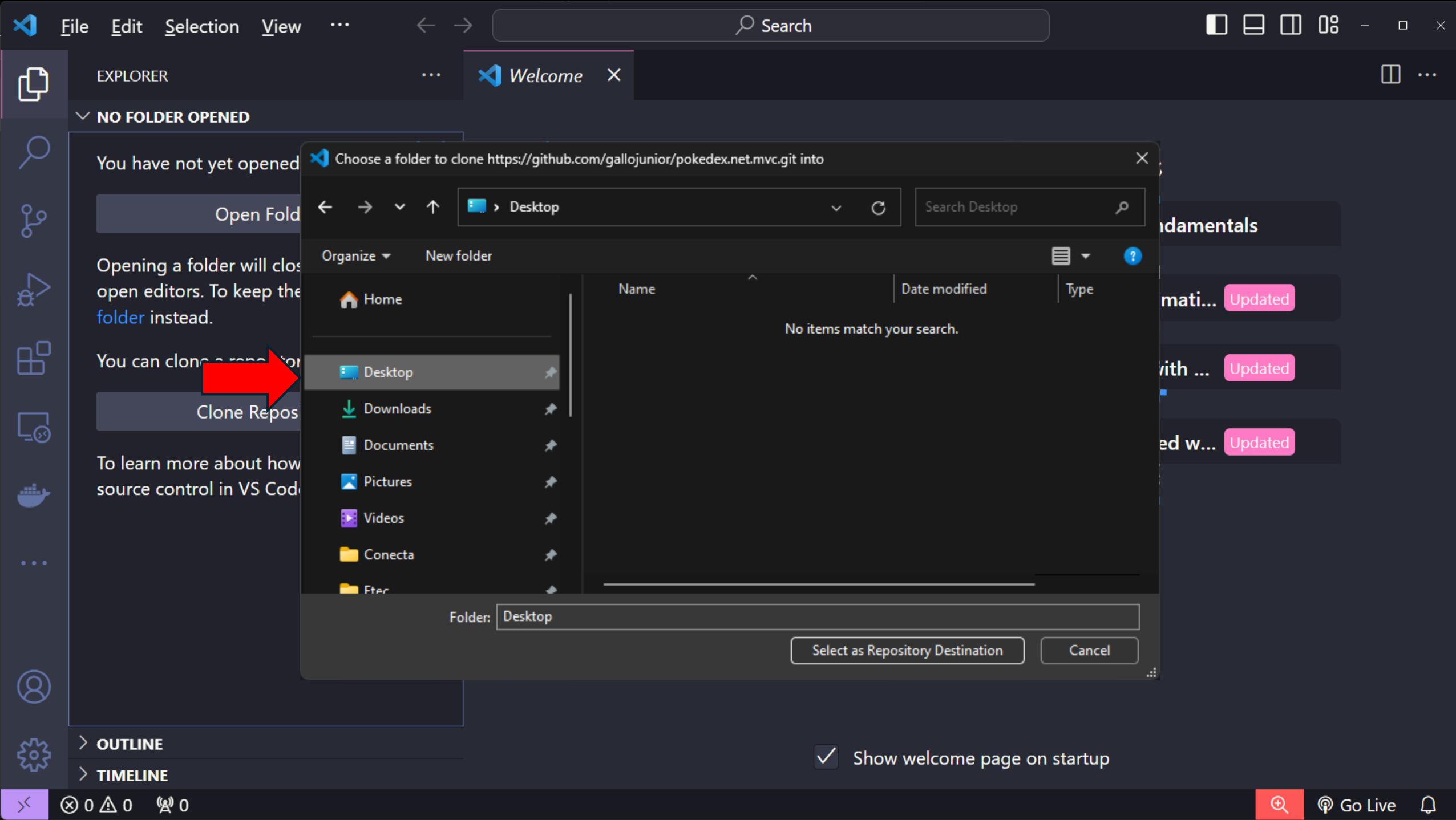
 Get Started with ... Updated

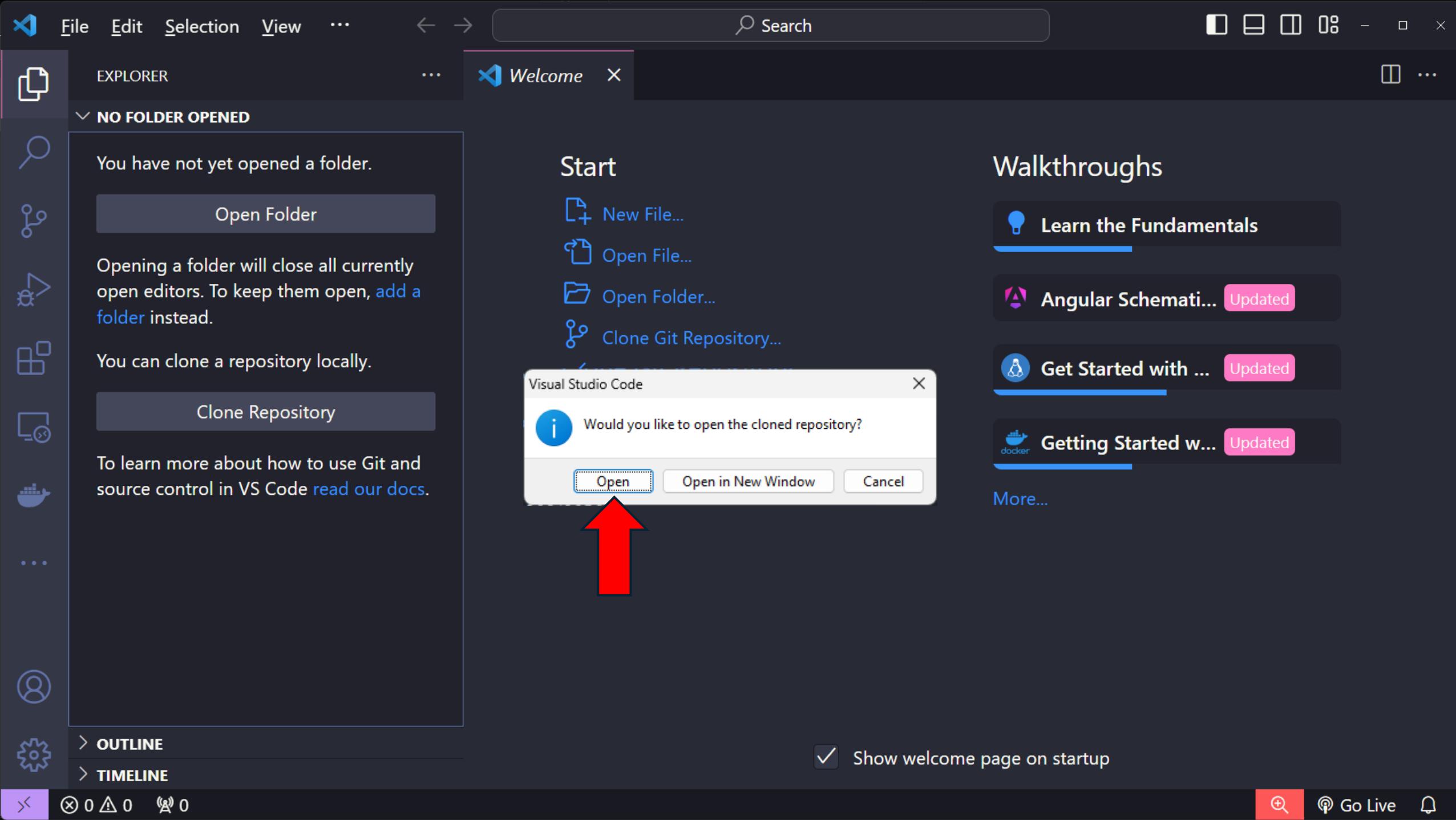
 Getting Started w... Updated

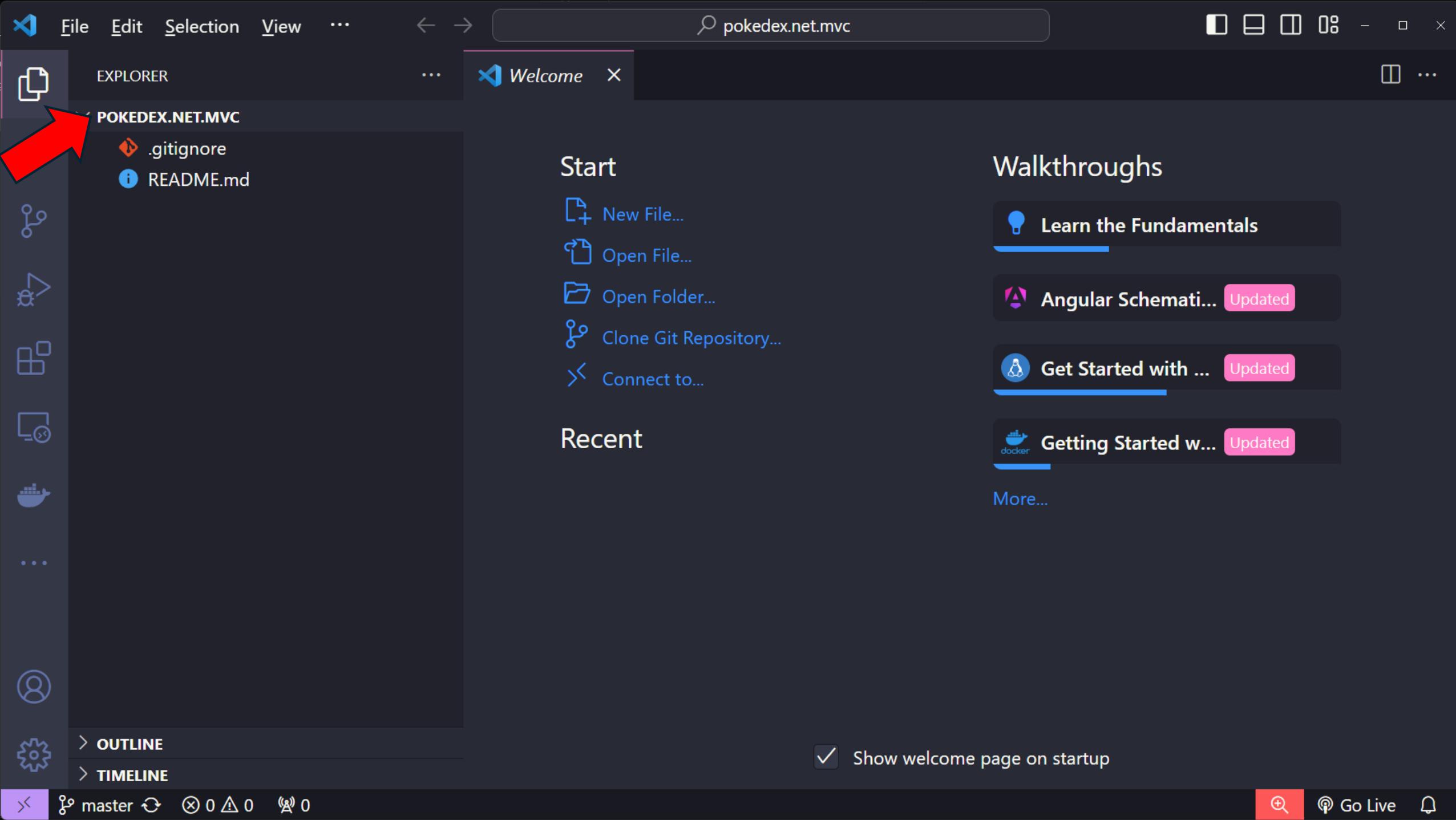
More...

Show welcome page on startup





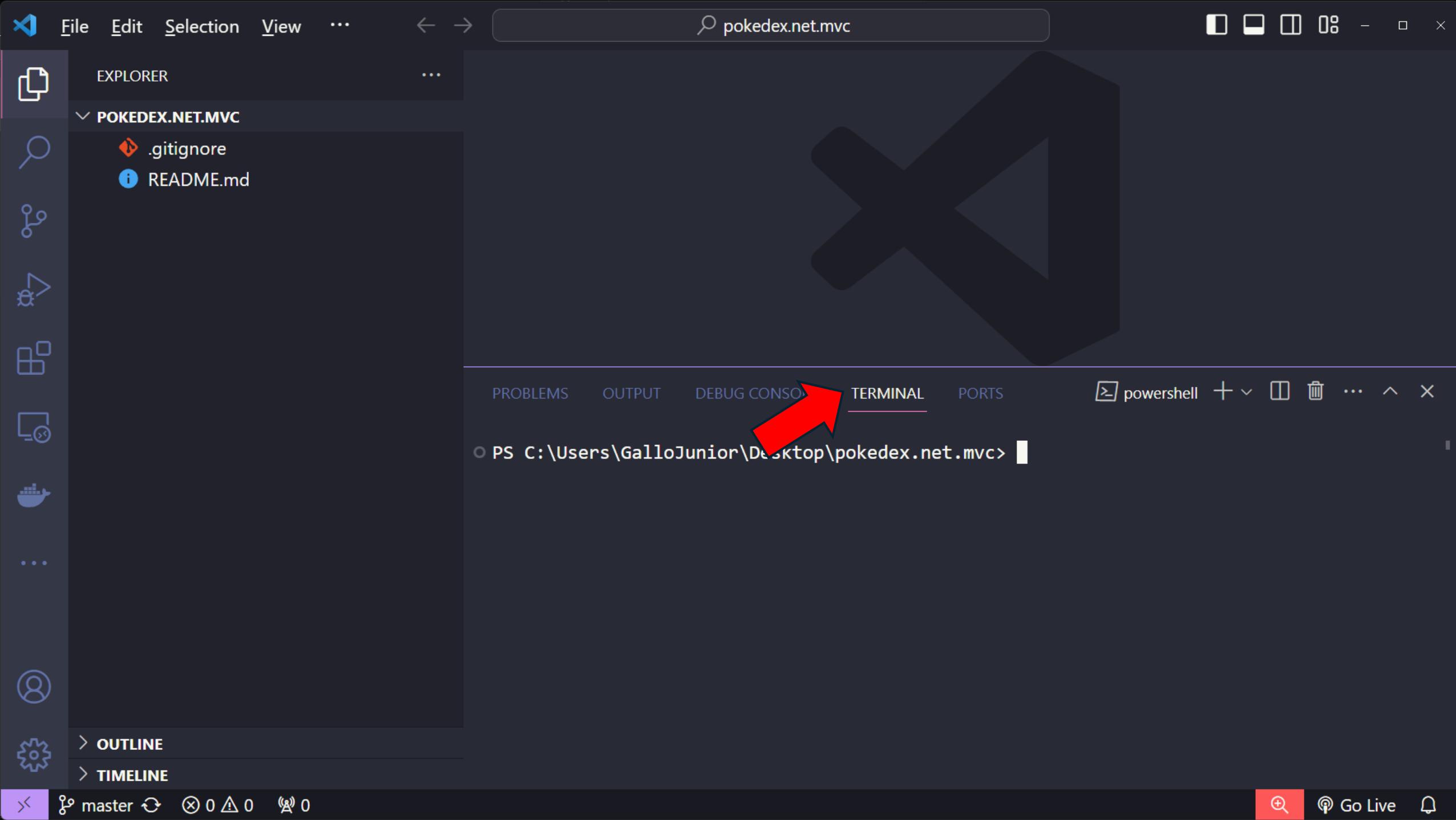


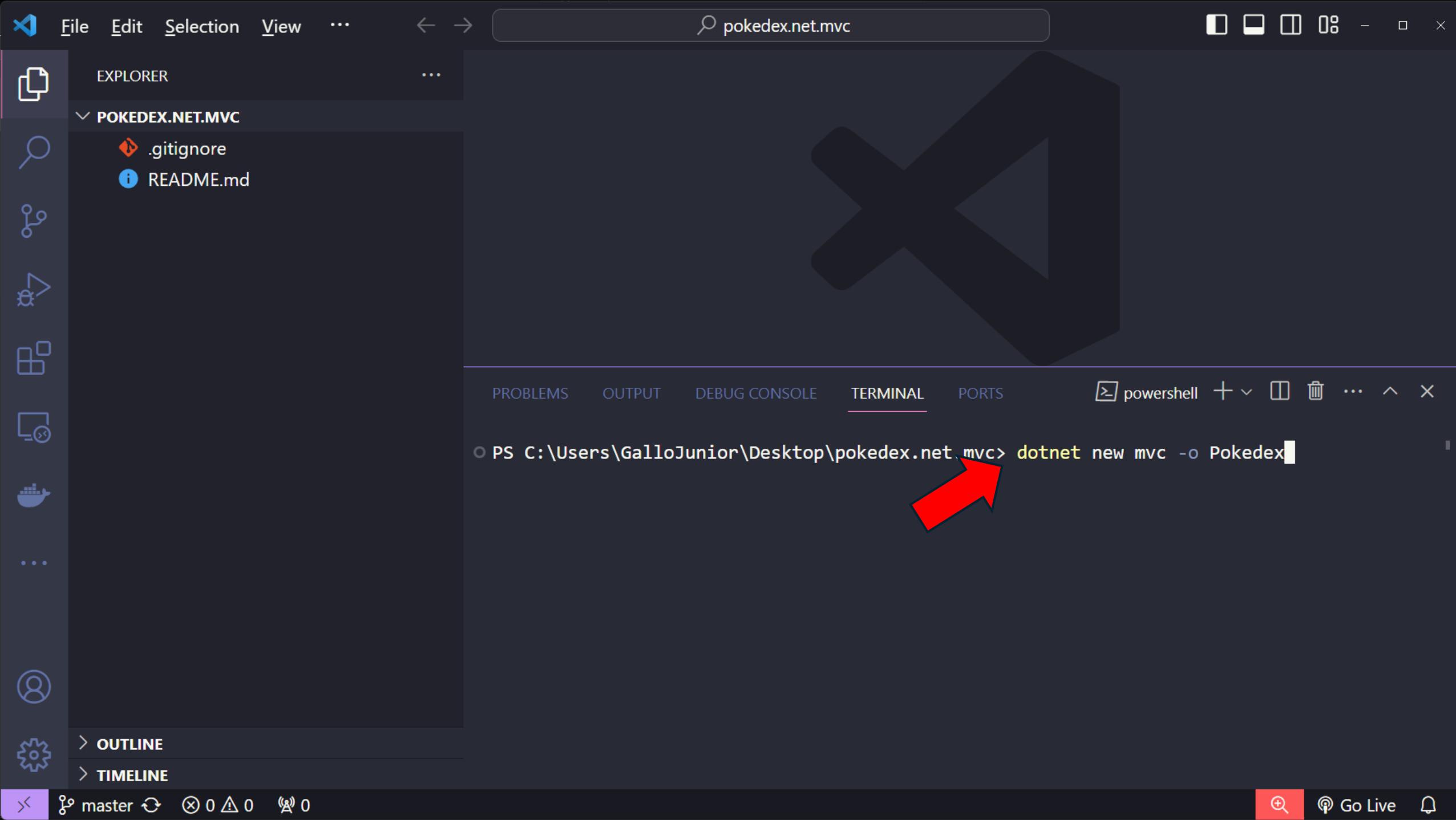


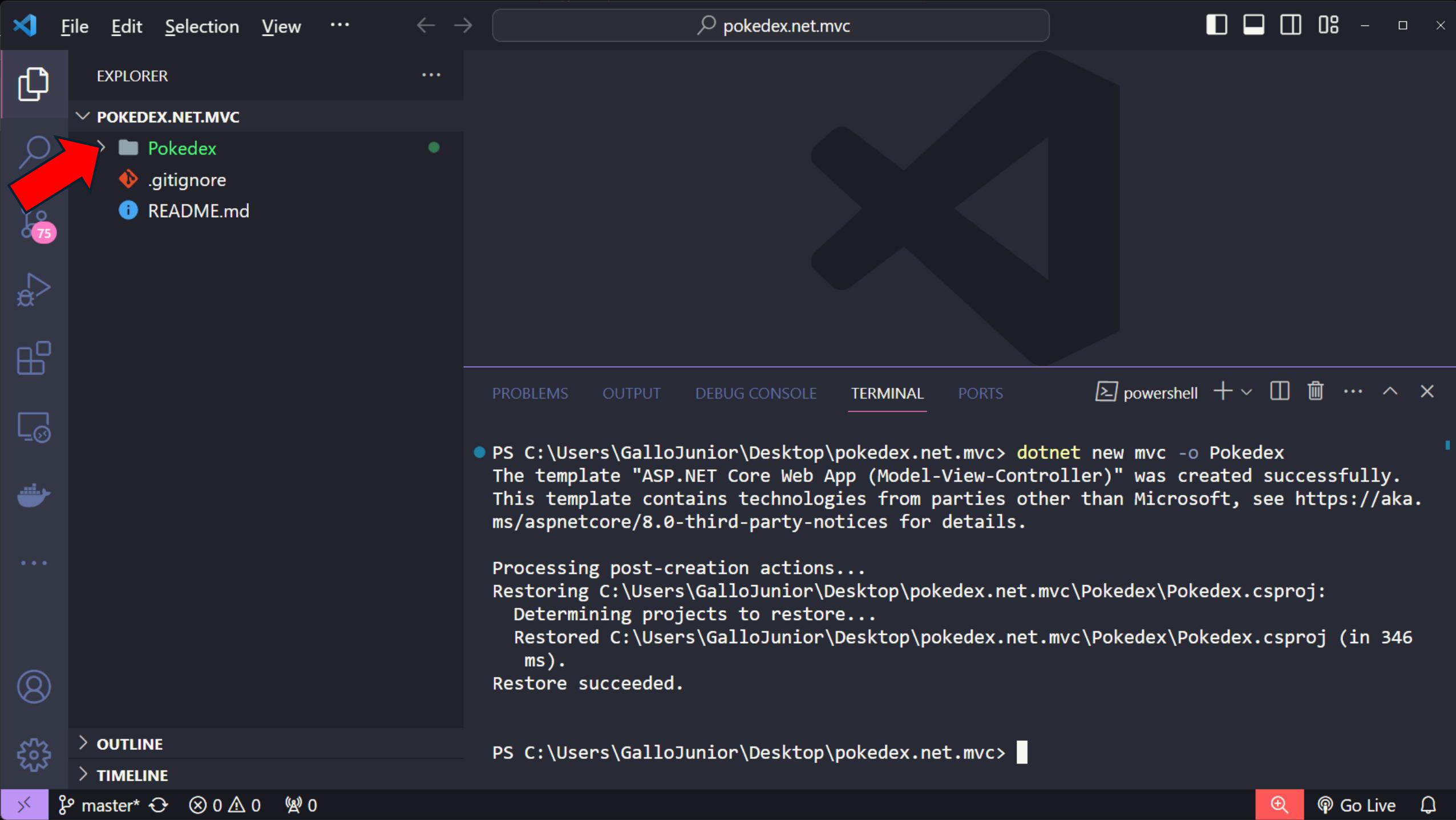
Criando um Projeto .NET MVC C#

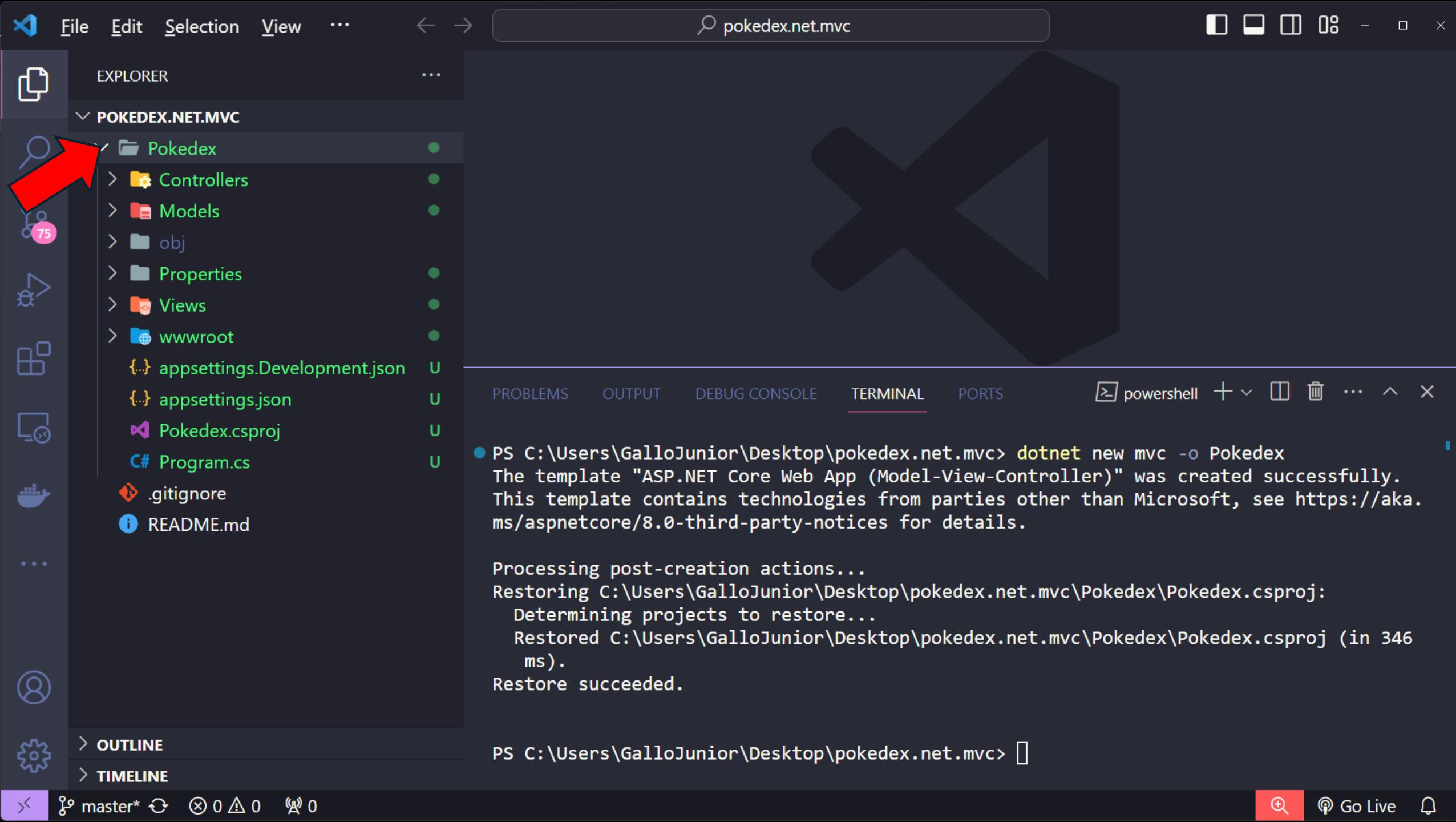
Abra o terminal no Visual Studio Code através do atalho :

Ctrl + ‘



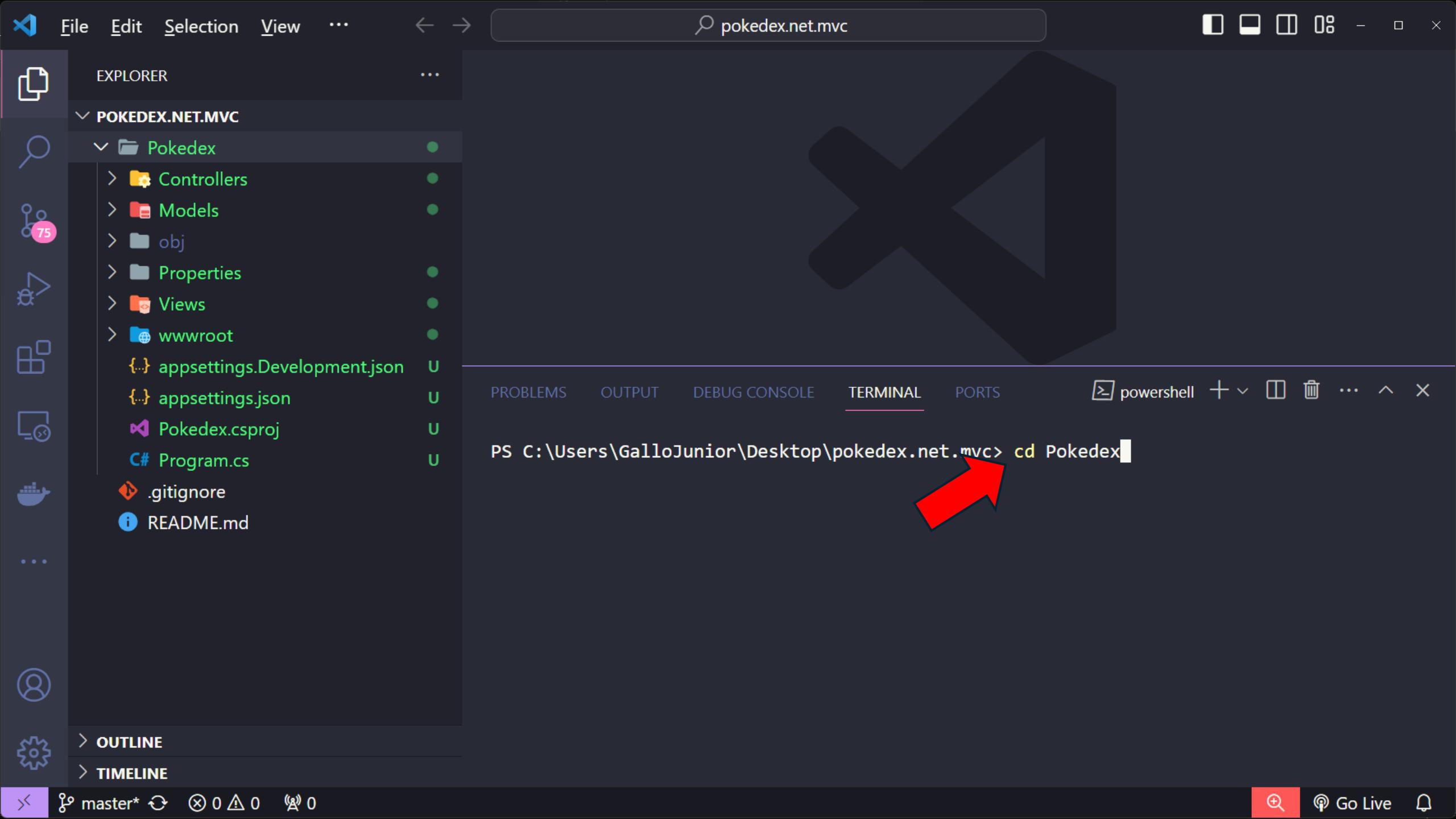


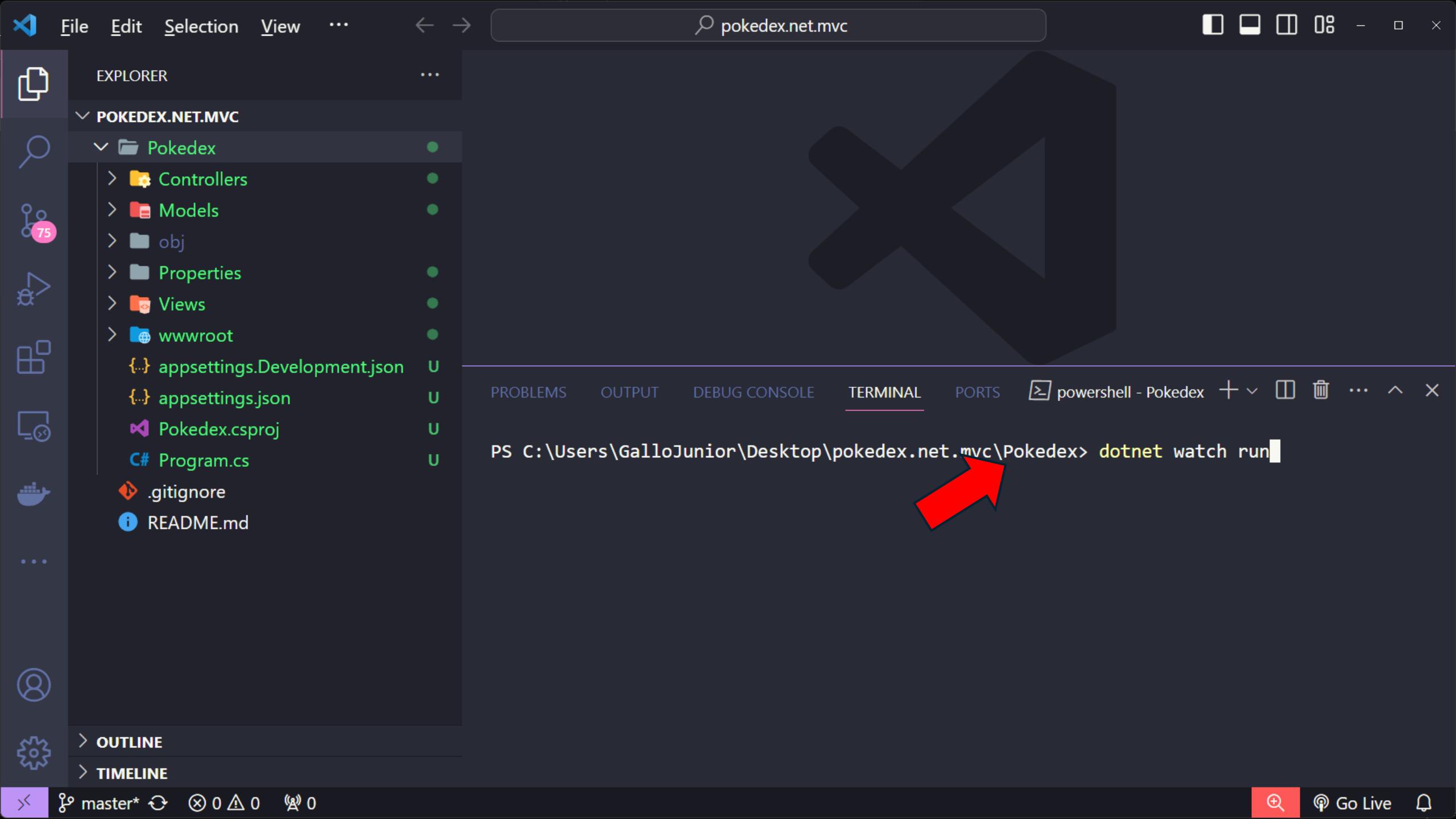




Executando o Projeto

Para conferir o projeto criado, usamos o terminal para compilar e executar no projeto. O resultado é verificado através de um navegador.



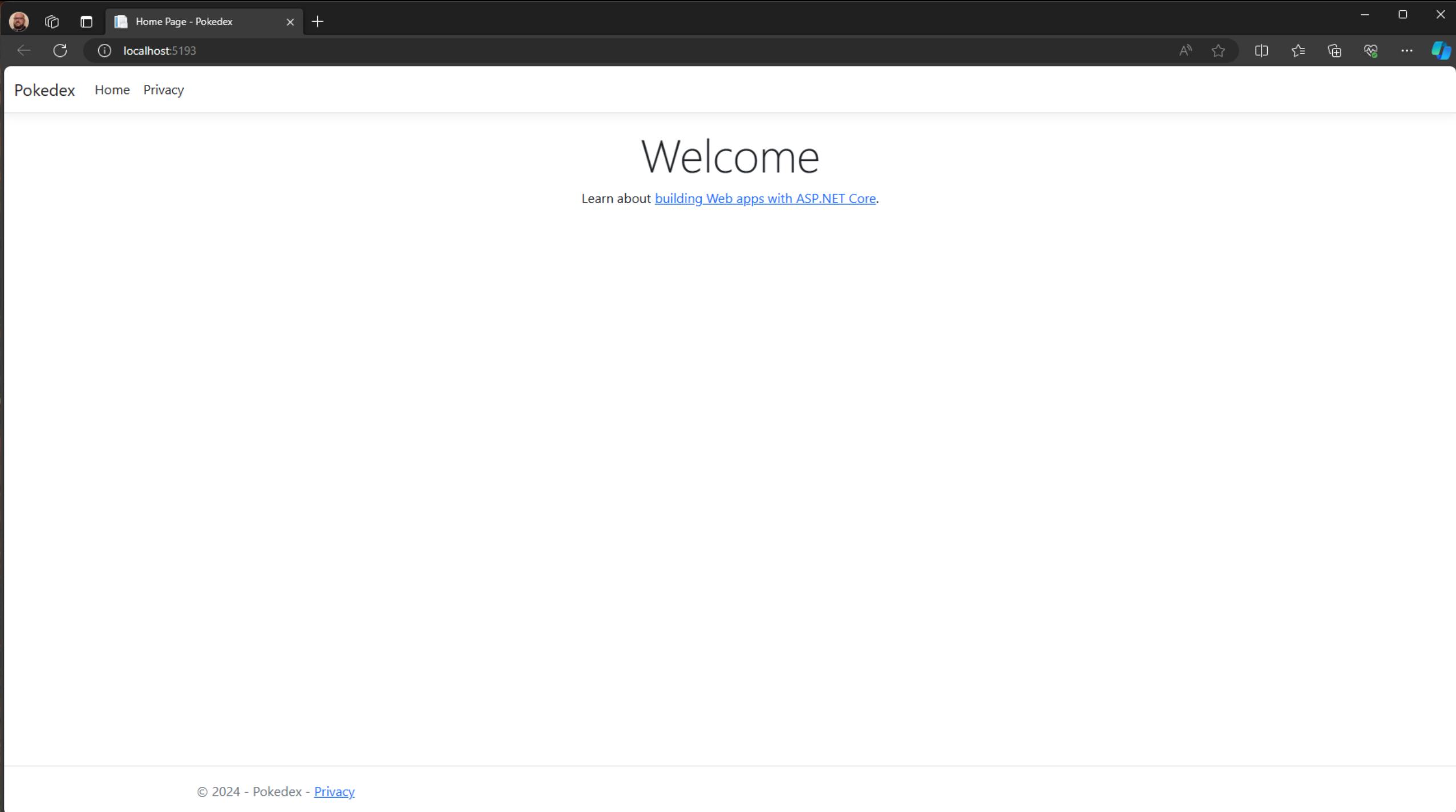


The screenshot shows the Visual Studio Code interface with a dark theme. The top bar includes the standard VS Code icons and the title "pokedex.net.mvc". The left sidebar has a "POKEDEX.NET.MVC" tree view expanded, showing the project structure with files like appsettings.json, Program.cs, and .gitignore. The main area features a large "X" logo. The bottom right contains a terminal window with the following output:

```
PS C:\Users\GalloJunior\Desktop\pokedex.net.mvc\Pokedex> dotnet watch run
dotnet watch 🔥 Hot reload enabled. For a list of supported edits, see https://aka.ms/dotnet/hot-reload.

💡 Press "Ctrl + R" to restart.
dotnet watch 🚧 Building...
Determining projects to restore...
All projects are up-to-date for restore.
Pokedex -> C:\Users\GalloJunior\Desktop\pokedex.net.mvc\Pokedex\bin\Debug\net8.0\Pokedex.dll
```

The status bar at the bottom shows "master*" and other repository details.



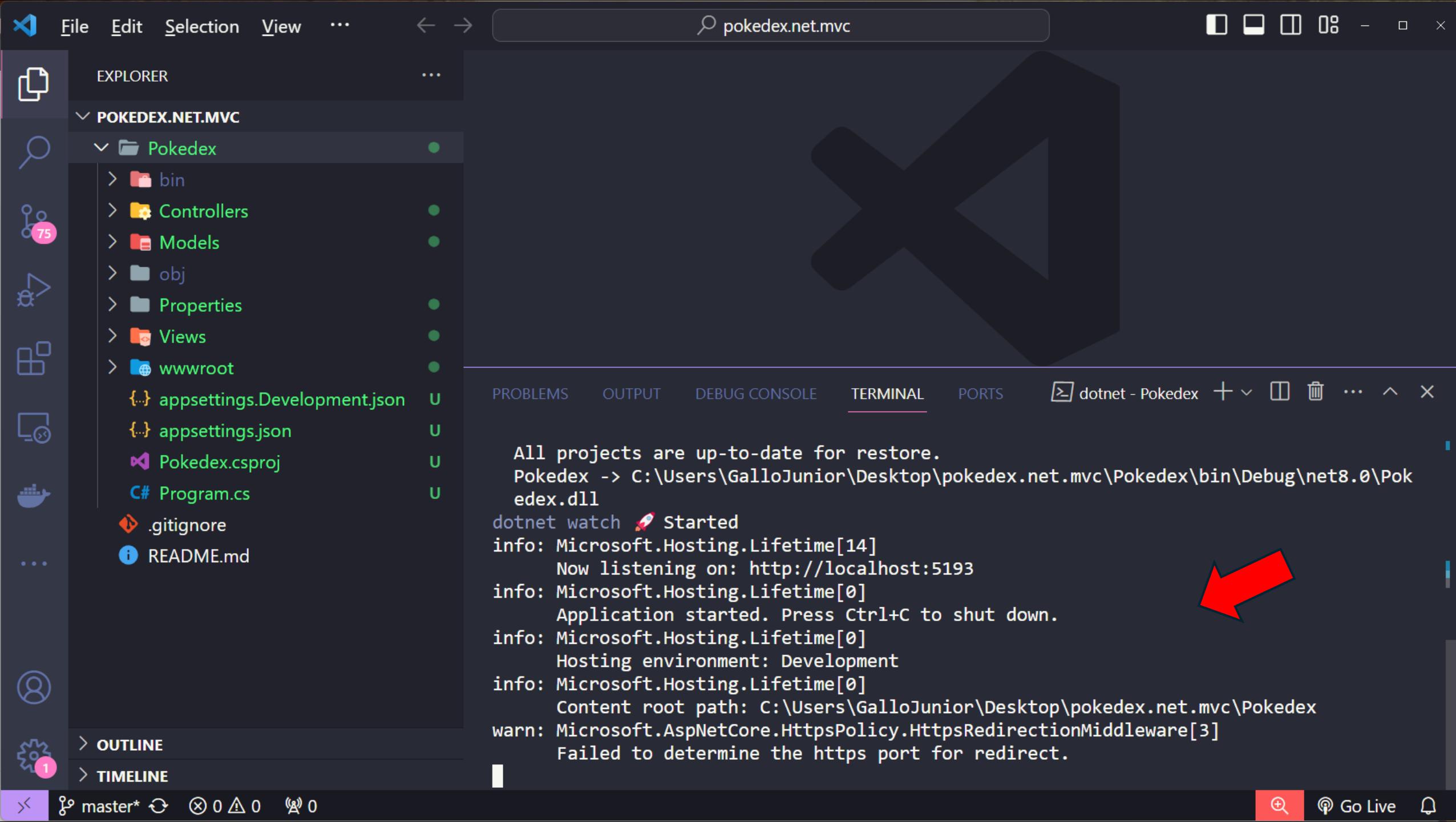
Welcome

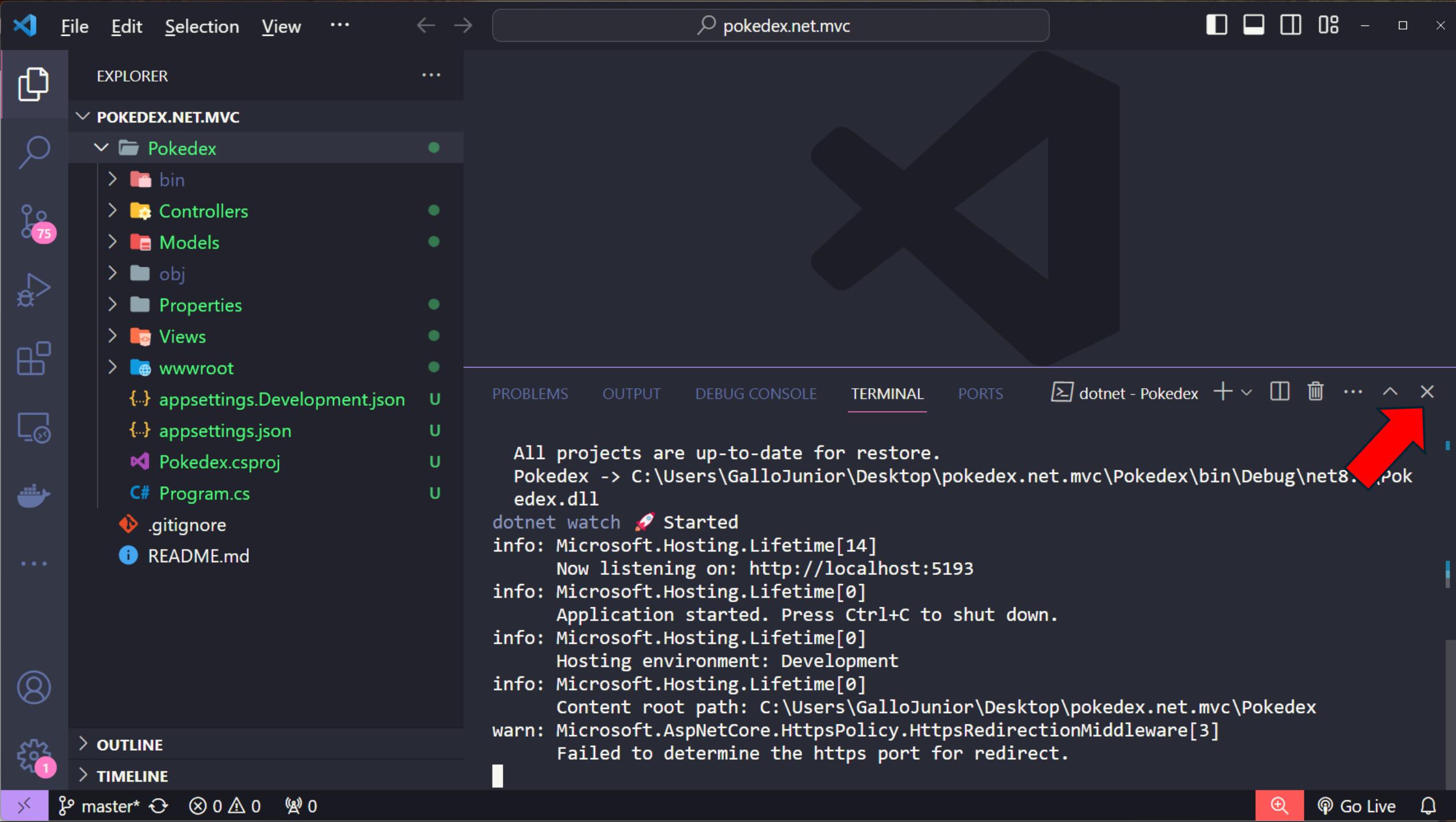
Learn about [building Web apps with ASP.NET Core](#).

Parando a execução do Projeto

Para parar a execução, pressione no terminal do Visual Studio Code:

Ctrl + C





Pequenos ajustes

Vamos começar pela alteração de um padrão de desenvolvimento que foi criado automaticamente no momento da criação do projeto.

A screenshot of the Visual Studio Code interface. The title bar shows the project name "pokedex.net.mvc". The left sidebar is the "EXPLORER" view, showing the project structure under "POKEDEX.NET.MVC". The main area is the "Pokedex.csproj" file editor. The code shown is:

```
<Project Sdk="Microsoft.NET.Sdk.Web">
  <PropertyGroup>
    <TargetFramework>net8.0</TargetFramework>
    <Nullable>enable</Nullable>
    <ImplicitUsings>enable</ImplicitUsings>
  </PropertyGroup>
</Project>
```

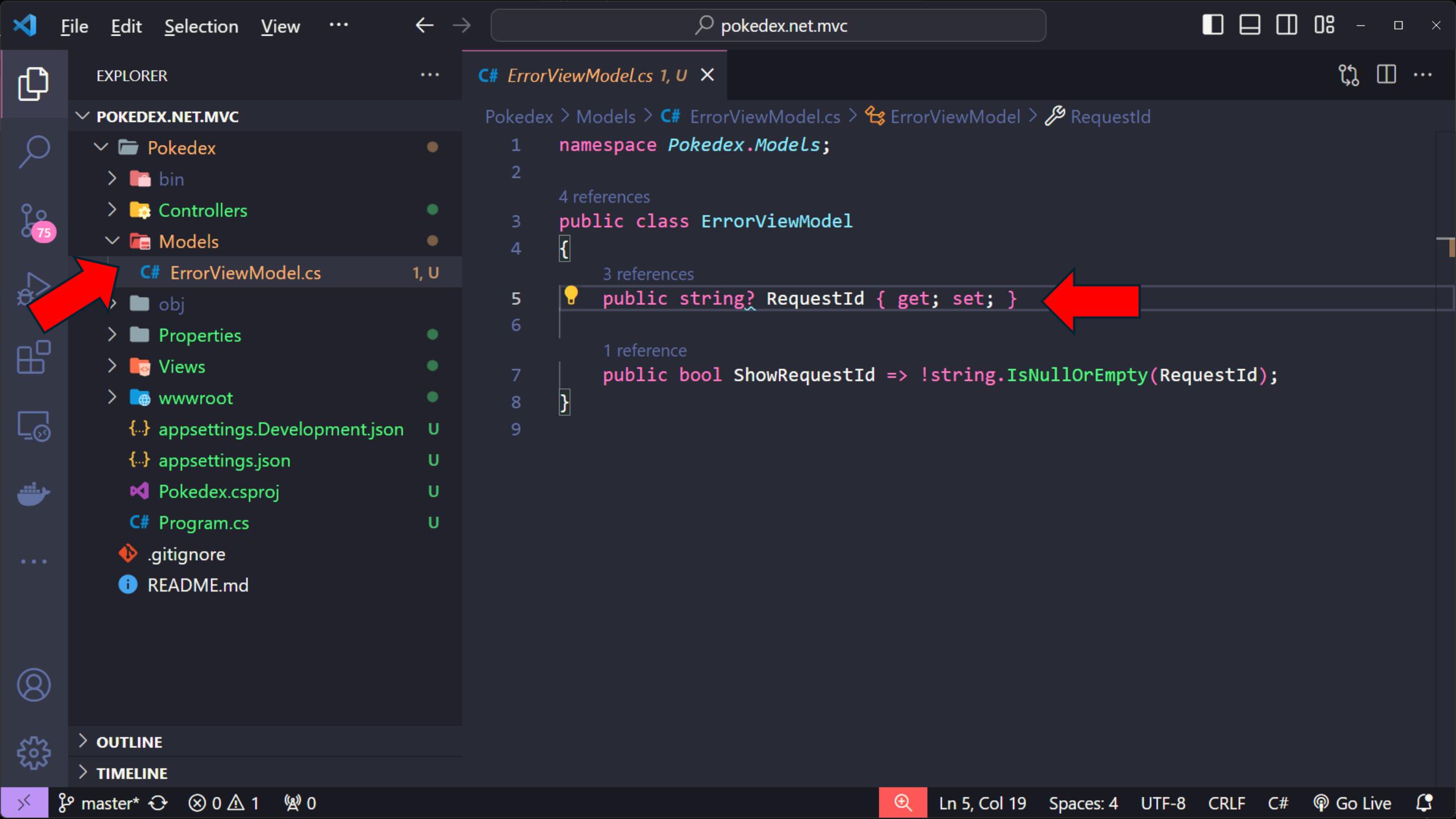
Two red arrows highlight specific areas: one pointing from the Explorer sidebar to the file icon in the title bar, and another pointing from the file icon in the title bar to the code editor area.

The screenshot shows the Visual Studio interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Toolbar:** Back, Forward, Search bar (pokedex.net.mvc), Window controls.
- Explorer:** Shows the project structure under "POKEDEX.NET.MVC". A red arrow points to the "Pokedex.csproj" item in the list.
- Editor:** Displays the contents of "Pokedex.csproj". The code includes:

```
<Project Sdk="Microsoft.NET.Sdk.Web">
<PropertyGroup>
    <TargetFramework>net8.0</TargetFramework>
    <Nullable>enable</Nullable>
    <ImplicitUsings>enable</ImplicitUsings>
</PropertyGroup>
</Project>
```

A red arrow points to the line containing the nullable setting (<Nullable>enable</Nullable>).
- Bottom Bar:** master*, 0 0 0, Ln 5, Col 33 (32 selected), Spaces: 2, UTF-8, CRLF, XML, Go Live, and a bell icon.



File Edit Selection View ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- bin
- Controllers
- Models
- C# ErrorViewModel.cs
- obj
- Properties
- Views
- wwwroot
- ... appsettings.Development.json
- ... appsettings.json
- Pokedex.csproj
- C# Program.cs
- .gitignore
- README.md

C# ErrorViewModel.cs U X

Pokedex > Models > C# ErrorViewModel.cs > ErrorViewModel > RequestId

```
1 namespace Pokedex.Models;
2
3 public class ErrorViewModel
4 {
5     public string RequestId { get; set; }
6
7     public bool ShowRequestId => !string.IsNullOrEmpty(RequestId);
8 }
```

Ln 5, Col 18 Spaces: 4 UTF-8 CRLF C# Go Live

Adicionando os arquivos necessários ao projeto.

Para criação desta Pokédex, vamos usar dois arquivo HTML previamente desenvolvidos como base. Desta forma, vamos fazer o download destes arquivos, CSS, imagens e dos arquivos JSON (que representam os dados).

Abra o navegador de sua preferência e acesse o link abaixo para realizar o download dos arquivos estáticos (**css**, **imagens** e **dados**) de nossa Pokédex. Também será realizado o download das duas páginas **HTML** que serão a base da **Index** e página de **Detalhes**.

DOWNLOAD

 Drive

Fazer login

[Download de tudo](#)



Nome		Proprietário	Última modificação	Tamanho do	
css		Proprietário oculto	11 de mar. de 2023	—	 Fazer
dados		Proprietário oculto	11 de mar. de 2023	—	
img		Proprietário oculto	11 de mar. de 2023	—	
details.html		Proprietário oculto	11 de mar. de 2023	5 KB	
index.html		Proprietário oculto	11 de mar. de 2023	21 KB	

InPrivate (2) PokeFiles - Google Drive +

https://drive.google.com/drive/folders/1Sc_KtkXgPkVoqgpLrZv1beXGsM45M_dQ

Fazer login

PokeFiles

Nome ↑

- css
- dados
- img
- details.html
- index.html

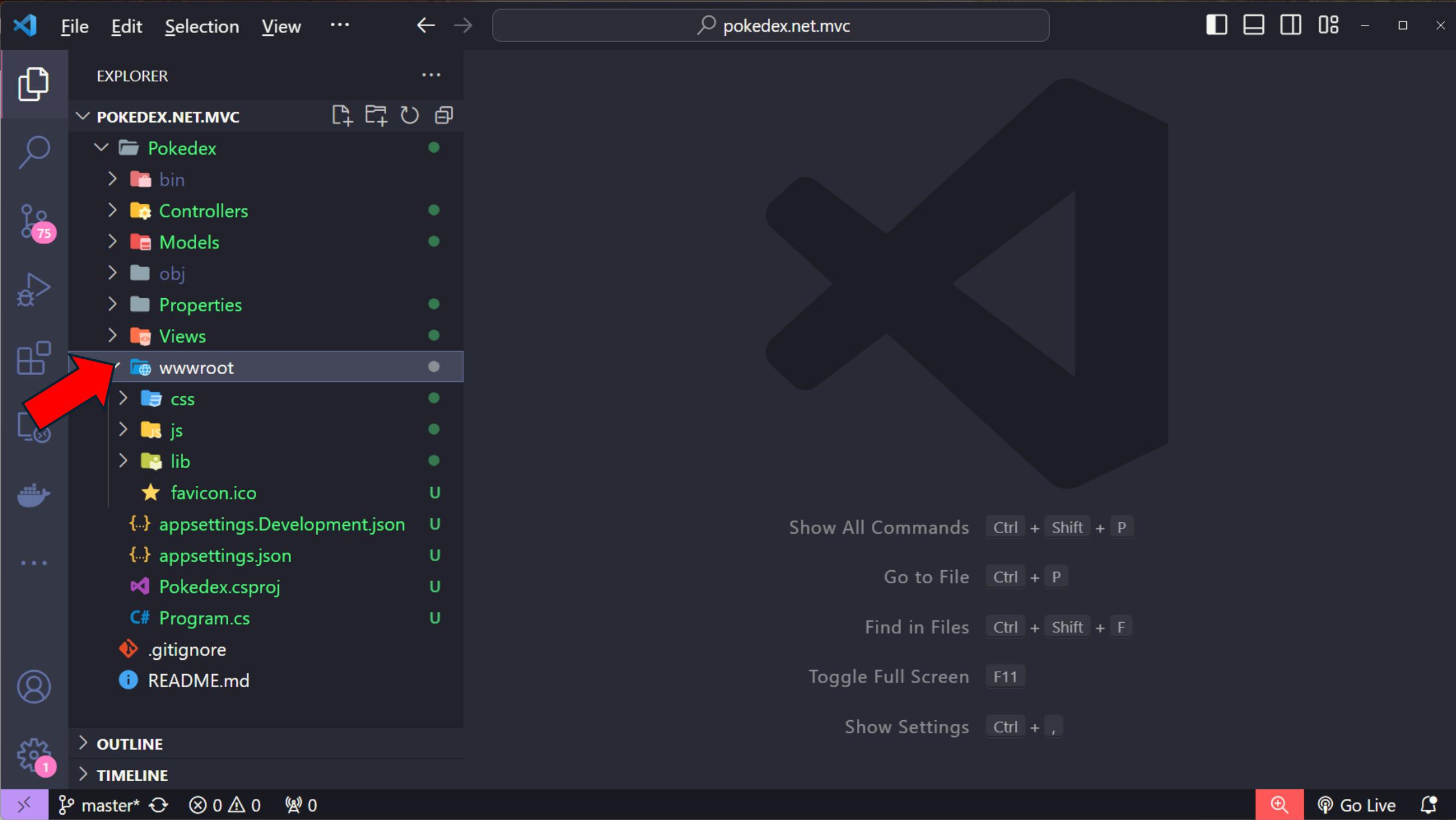
PokeFiles

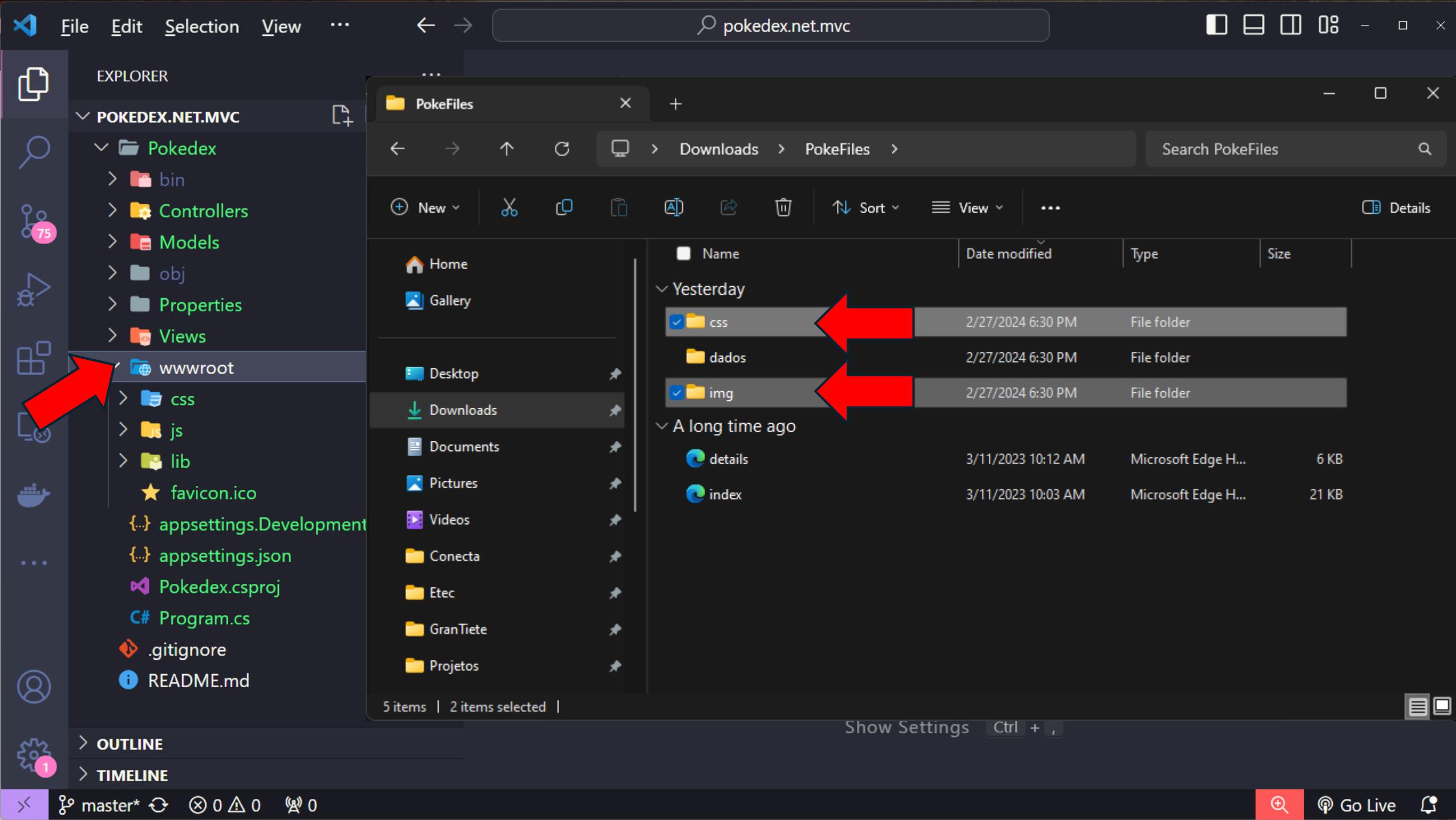
Nome X +

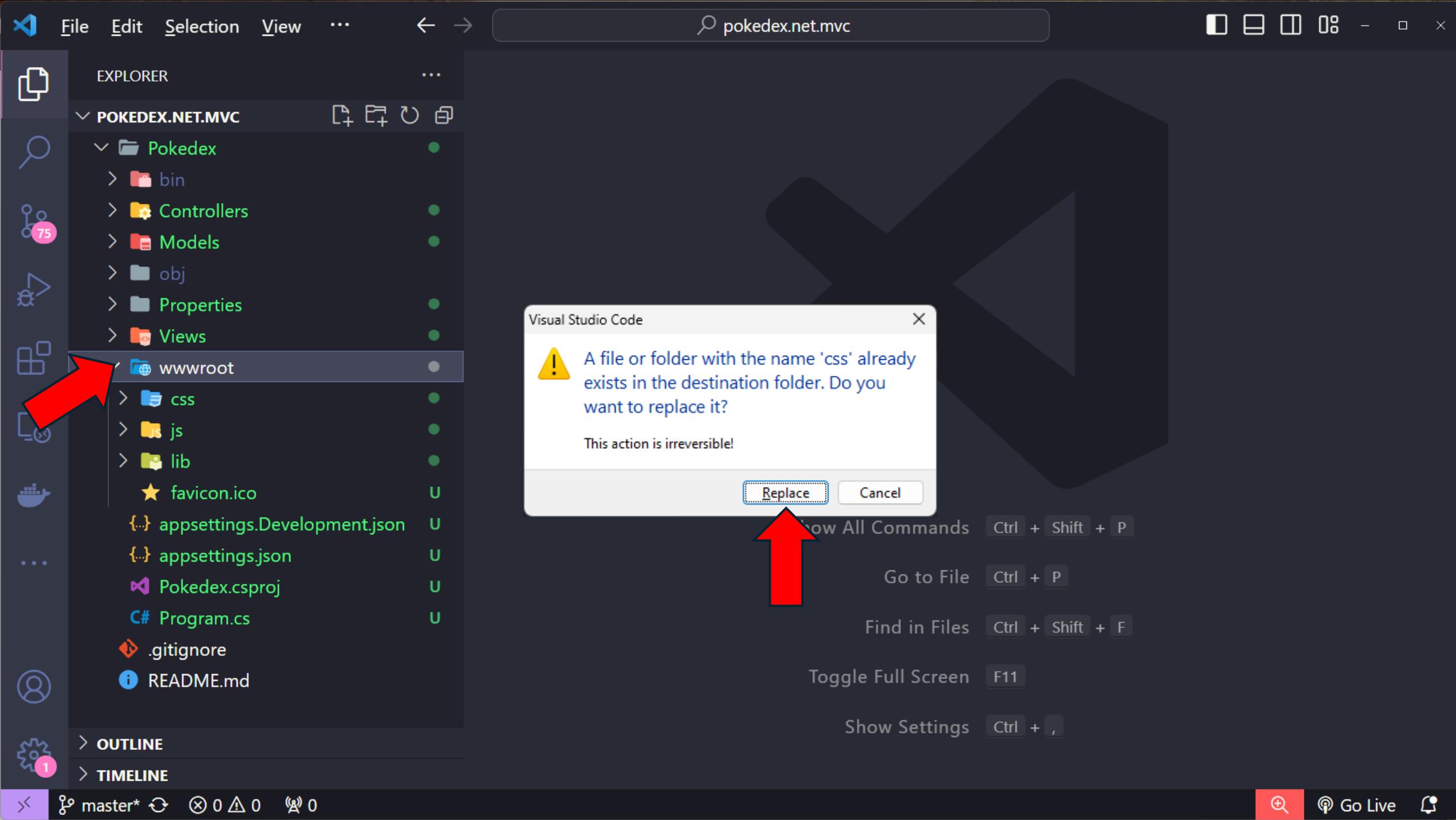
← → ↑ C Downloads > PokeFiles > Search PokeFiles

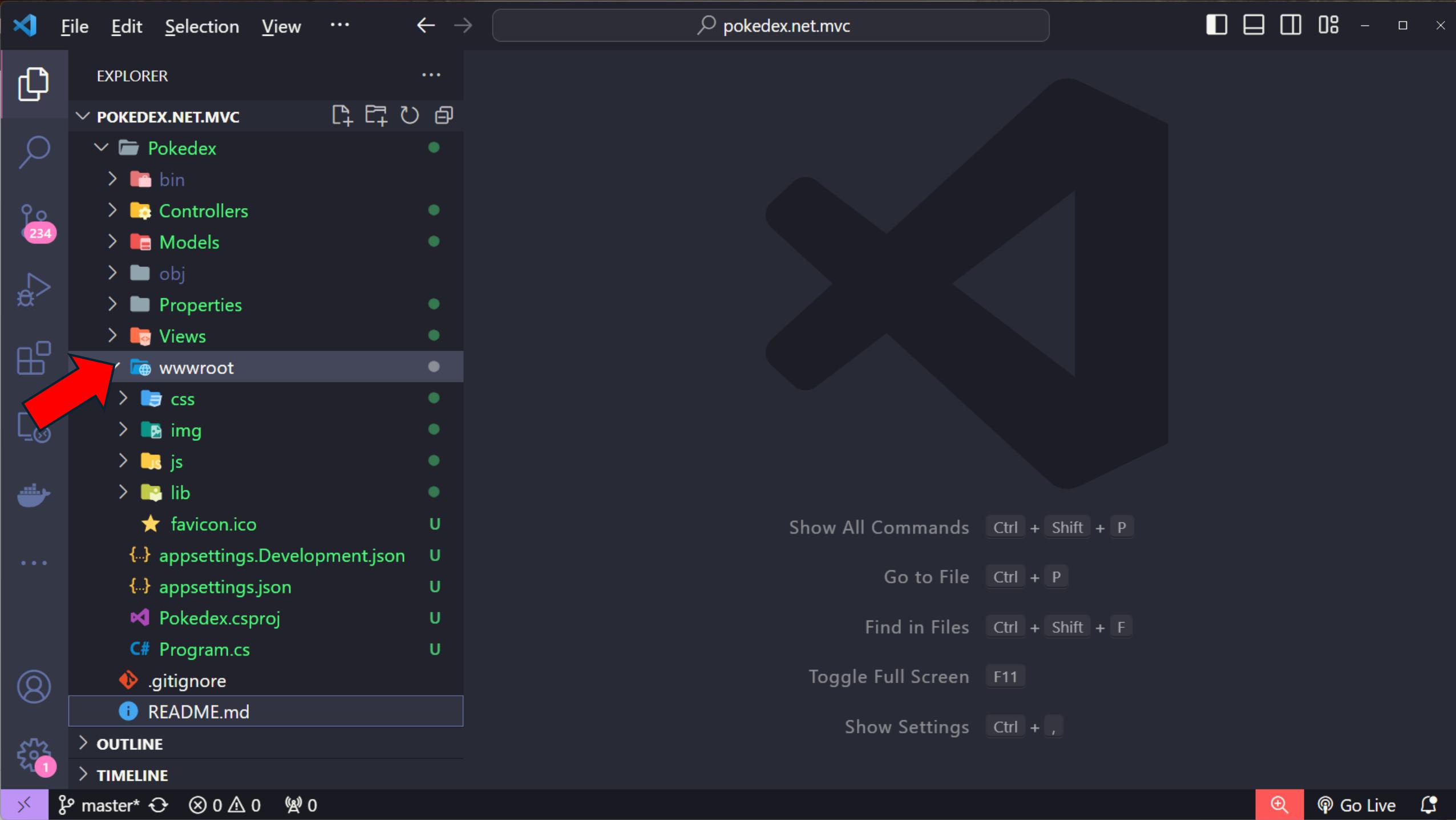
New | New folder | Copy | Paste | Rename | Delete | Sort | View | Details

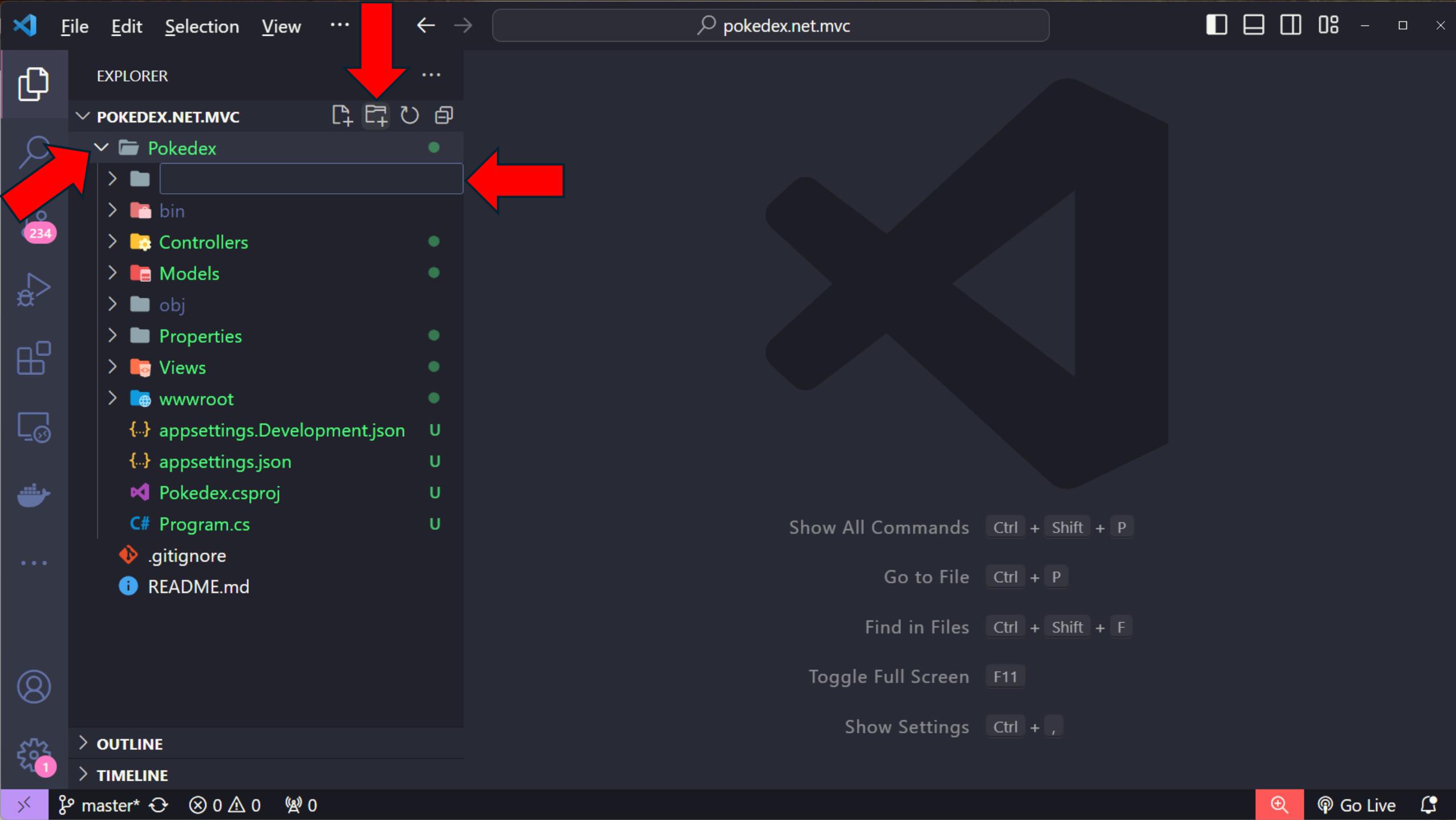
Name	Date modified	Type	Size
css	2/27/2024 6:30 PM	File folder	
dados	2/27/2024 6:30 PM	File folder	
img	2/27/2024 6:30 PM	File folder	
Yesterday			
details	3/11/2023 10:12 AM	Microsoft Edge H...	6 KB
index	3/11/2023 10:03 AM	Microsoft Edge H...	21 KB
A long time ago			
5 items			

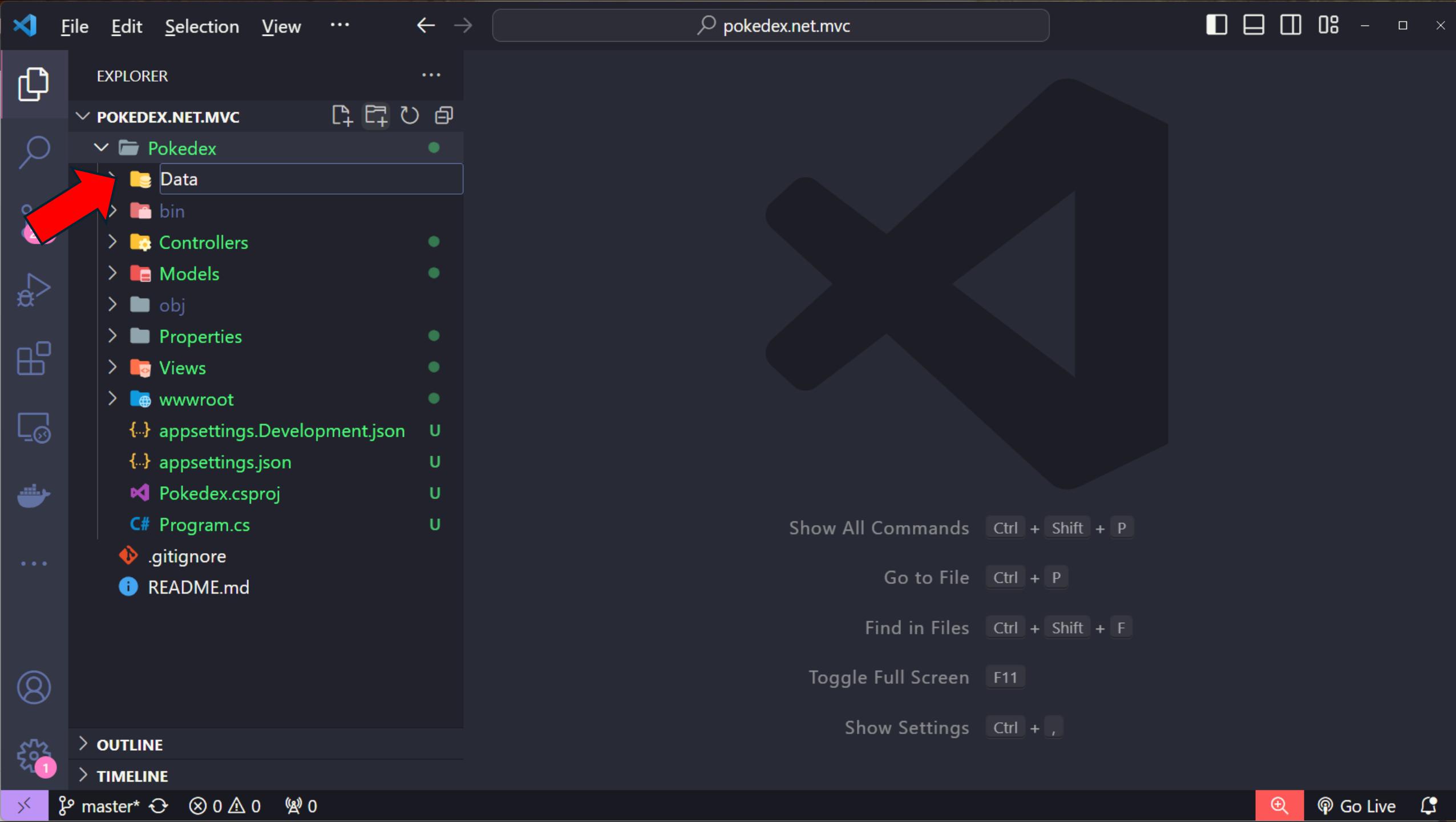


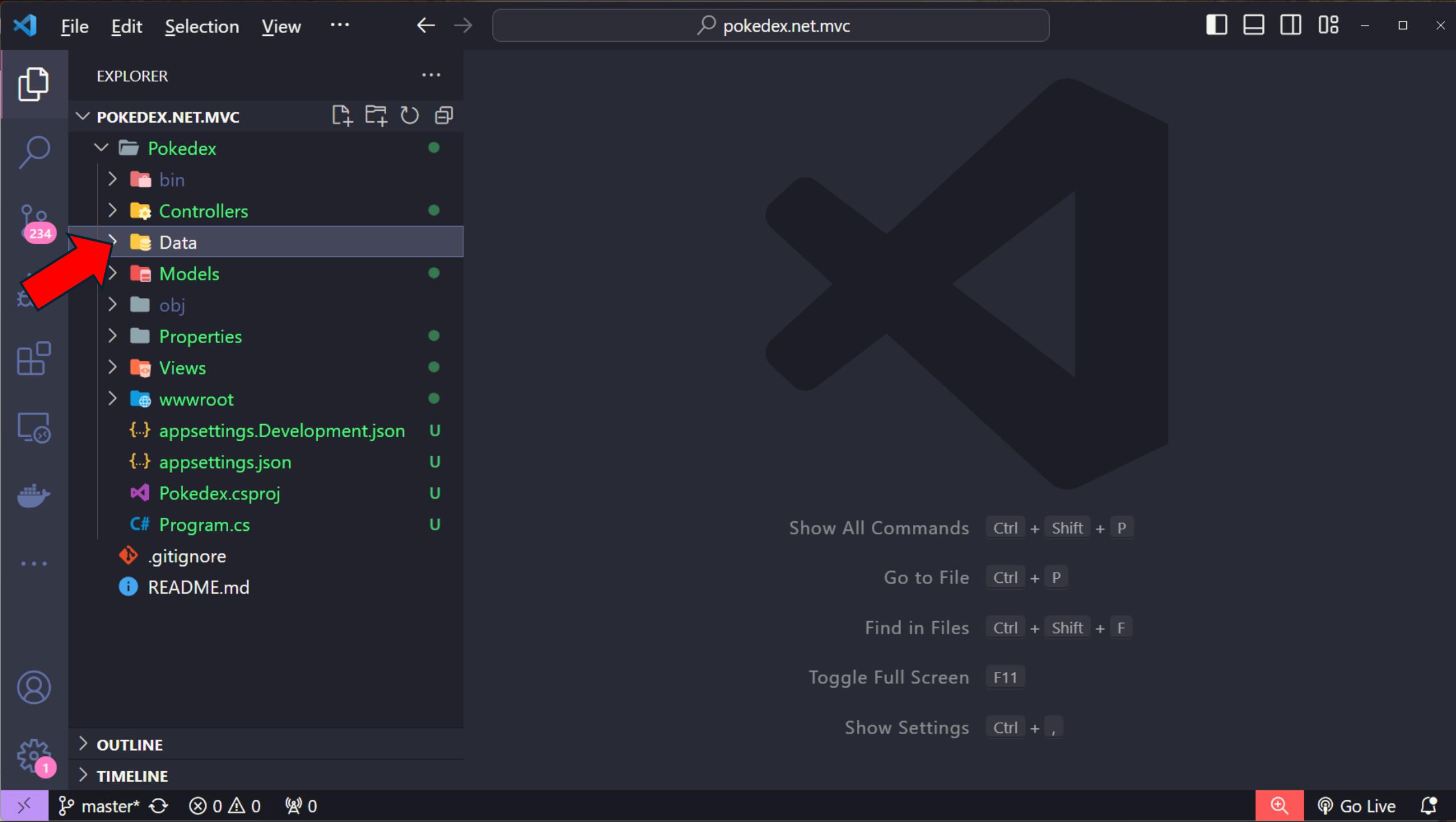


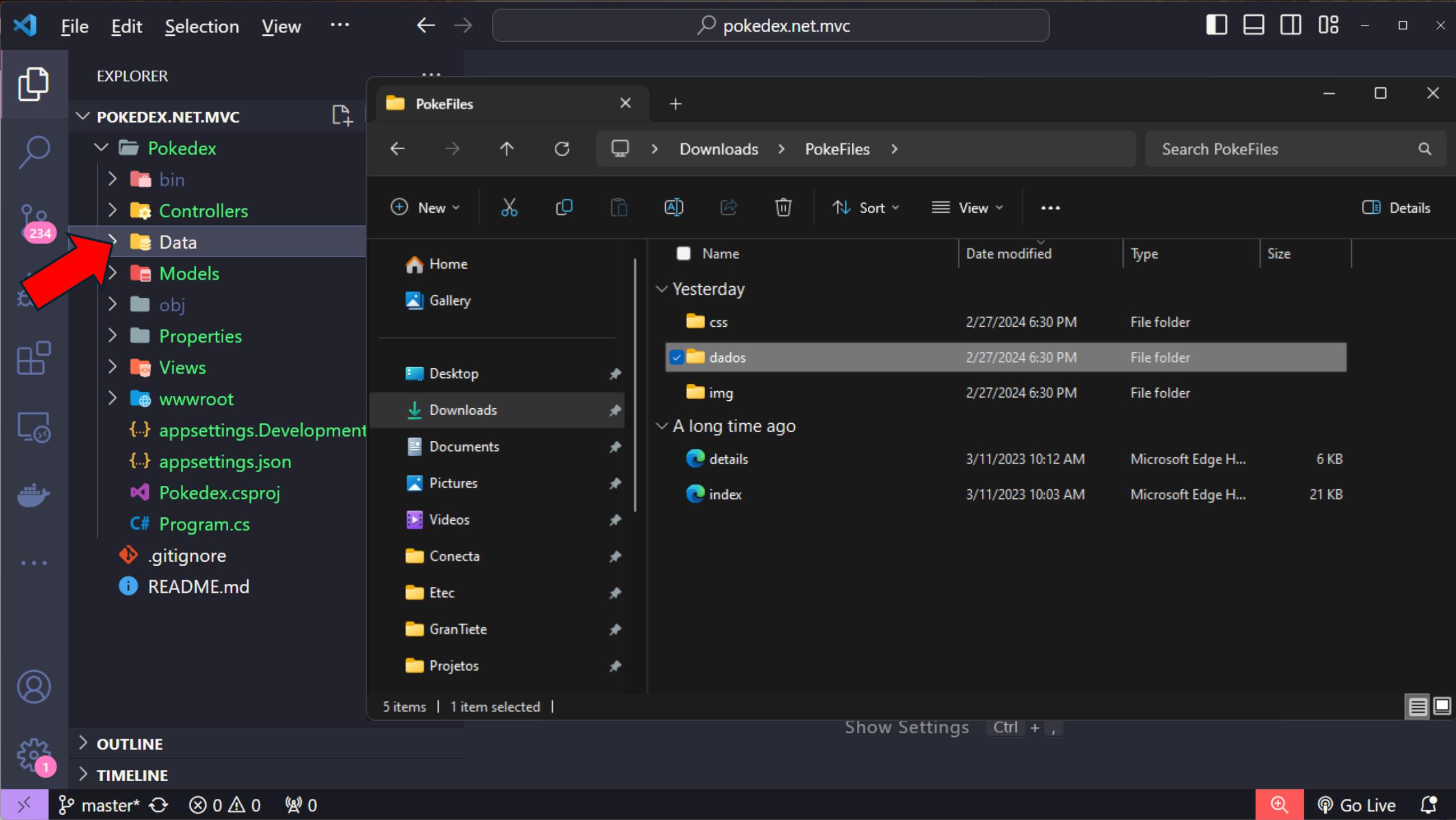


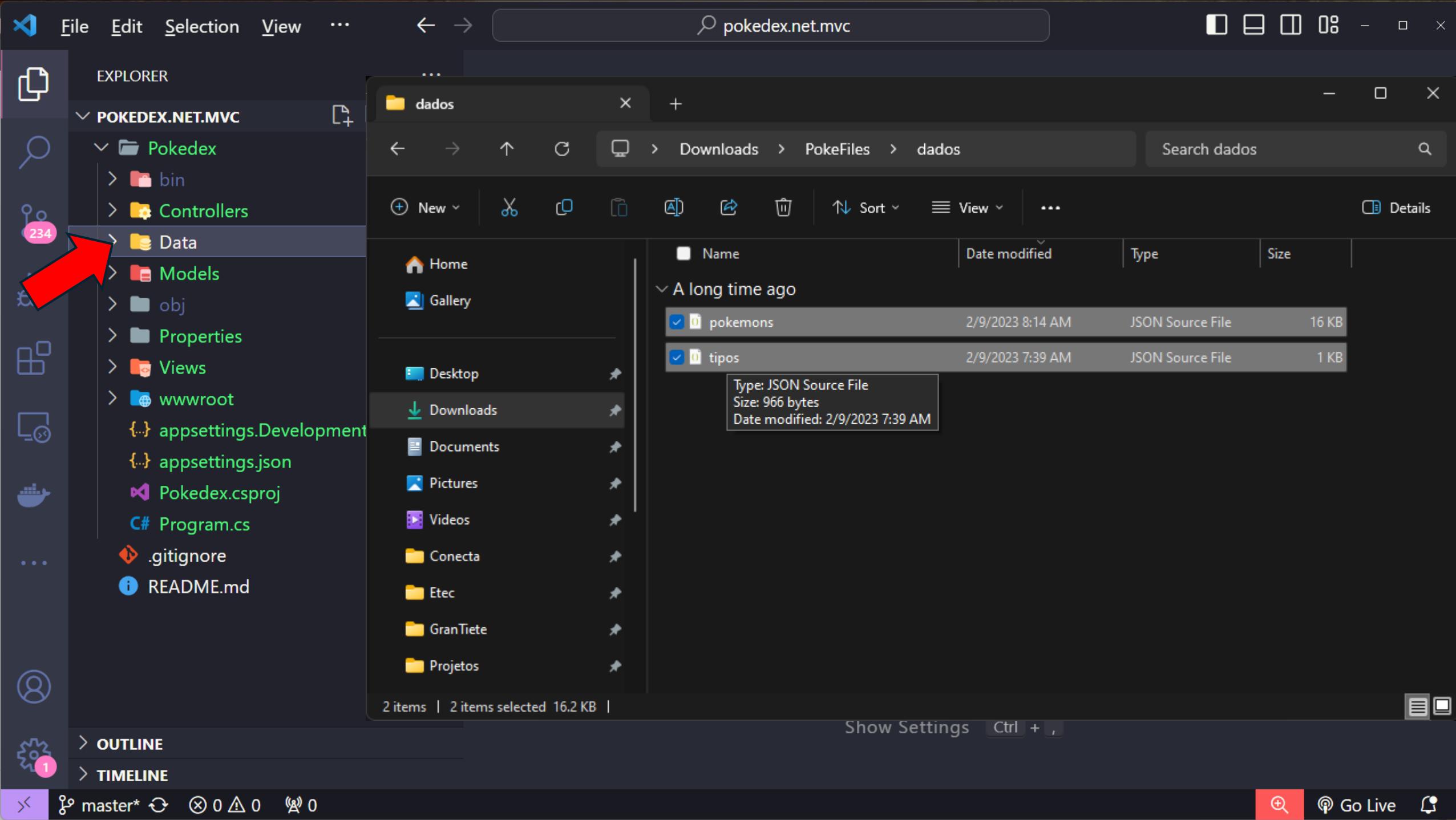


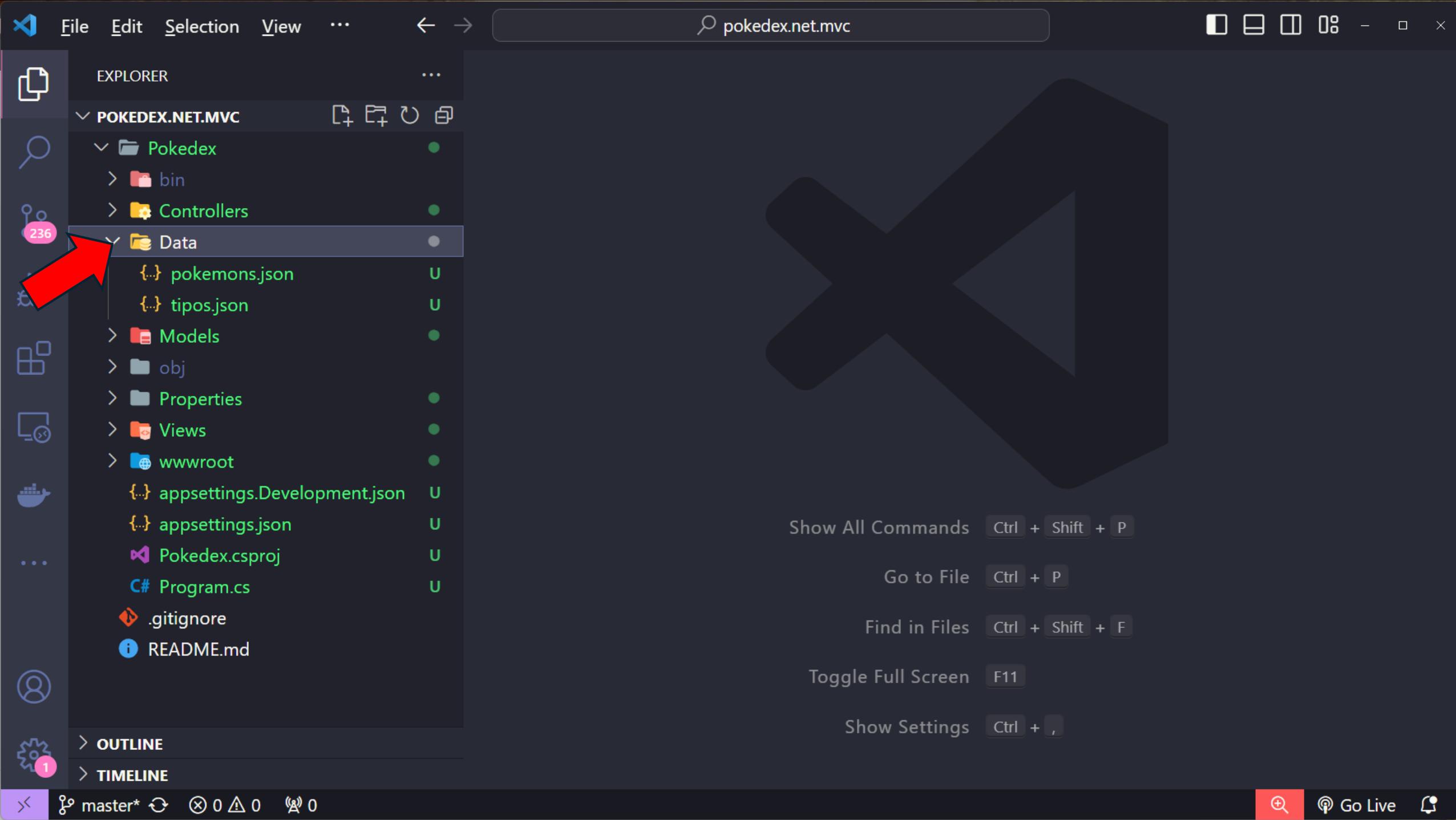






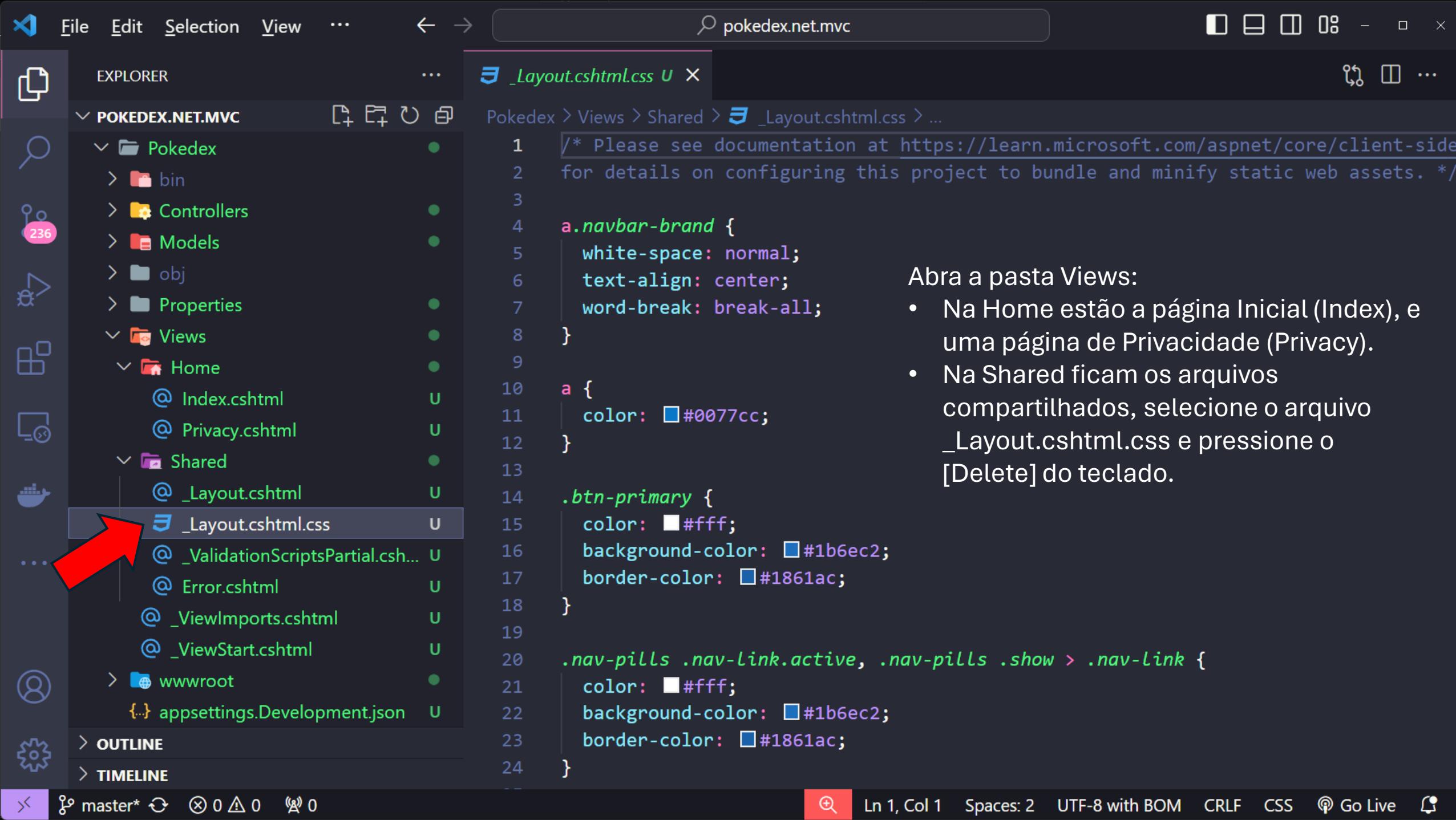






Criando o Layout e Página Inicial

Agora que temos os arquivos estáticos, podemos criar o Layout e uma prévia estática da página inicial, que posteriormente iremos alterar.



The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Explorer Sidebar:** Shows the project structure under "POKEDEX.NET.MVC".
 - Pokedex
 - bin
 - Controllers
 - Models
 - obj
 - Properties
 - Views
 - Home
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _Layout.cshtml
 - _Layout.cshtml.css** (highlighted with a red arrow)
 - @ _ValidationScriptsPartial.cshtml
 - @ Error.cshtml
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - wwwroot
 - appsettings.Development.json
- Editor Area:** Displays the content of the _Layout.cshtml.css file in the Shared folder.

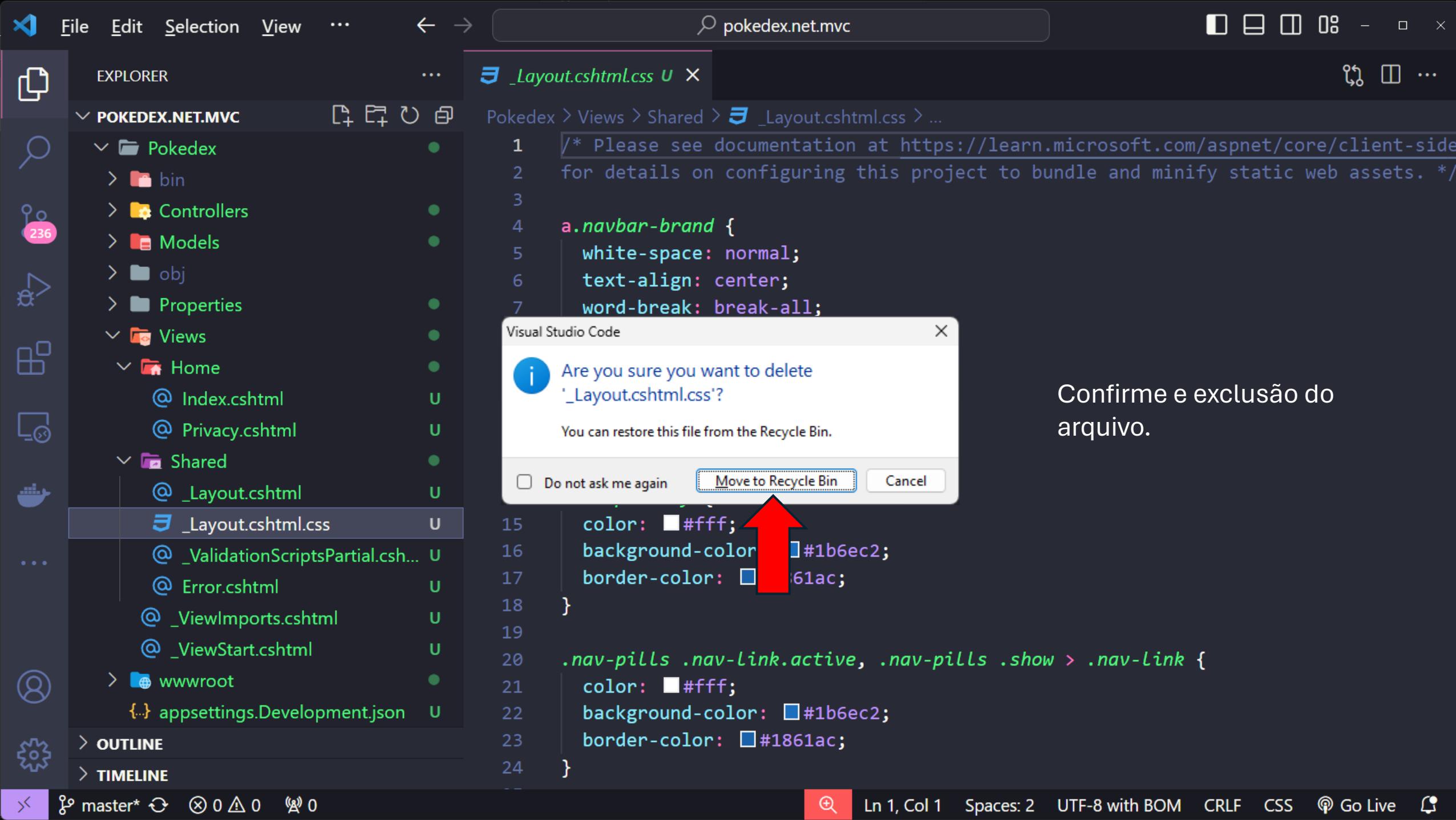
```
/* Please see documentation at https://learn.microsoft.com/aspnet/core/client-side
for details on configuring this project to bundle and minify static web assets. */

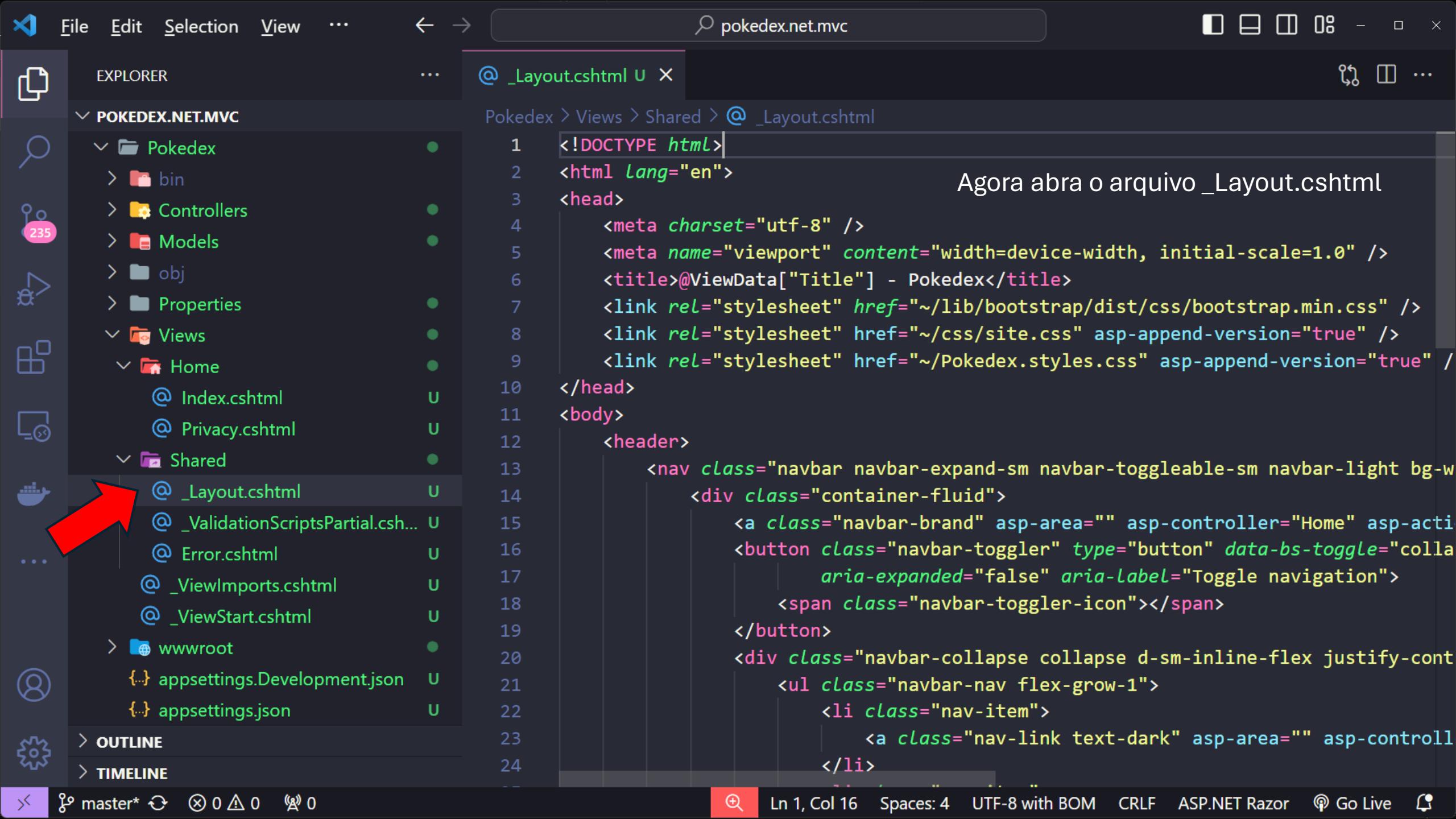
.a.navbar-brand {
    white-space: normal;
    text-align: center;
    word-break: break-all;
}

.a {
    color: #0077cc;
}

.btn-primary {
    color: #fff;
    background-color: #1b6ec2;
    border-color: #1861ac;
}

.nav-pills .nav-link.active, .nav-pills .show > .nav-link {
    color: #fff;
    background-color: #1b6ec2;
    border-color: #1861ac;
}
```
- Bottom Status Bar:** master*, 0 0 0 0, Ln 1, Col 1, Spaces: 2, UTF-8 with BOM, CRLF, CSS, Go Live, Timeline





File Edit Selection View ... ← → 🔍 pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
 - bin
 - Controllers
 - Models
 - obj
 - Properties
- Views
 - Home
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _Layout.cshtml
 - @ _ValidationScriptsPartial.cshtml
 - @ Error.cshtml
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
- wwwroot
 - {...} appsettings.Development.json
 - {...} appsettings.json

OUTLINE

TIMELINE

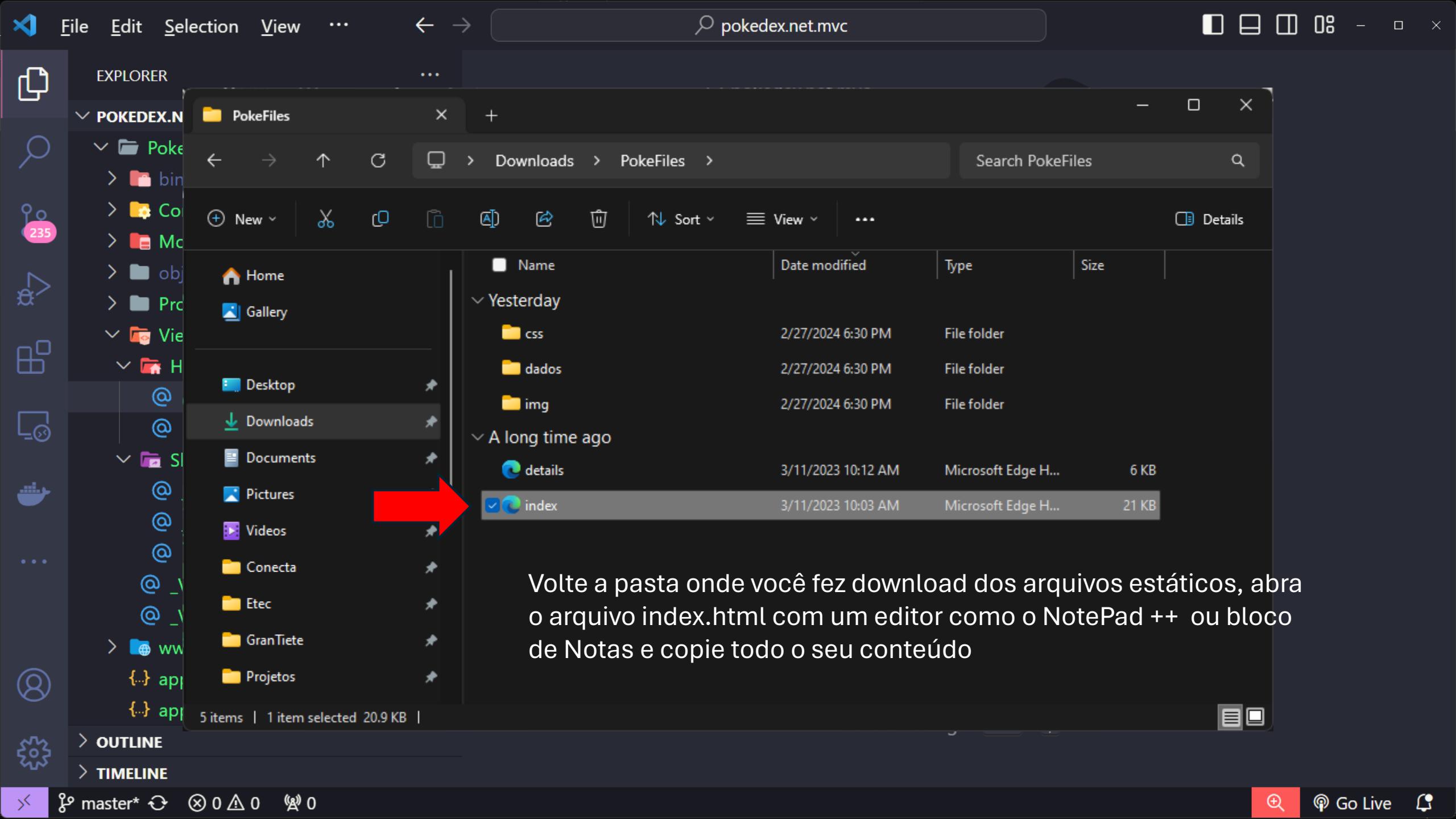
1 @ _Layout.cshtml U ●

Pokedex > Views > Shared > @ _Layout.cshtml

Apague o conteúdo do arquivo.
Pelo teclado basta pressionar:
[Ctrl + A]
[Delete]

master* 🔍 0 ⚠ 0 ⚡ 0 🔍 0

🔍 Ln 1, Col 1 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor 🔍 Go Live 🔍



The screenshot shows the Visual Studio Code interface with the following details:

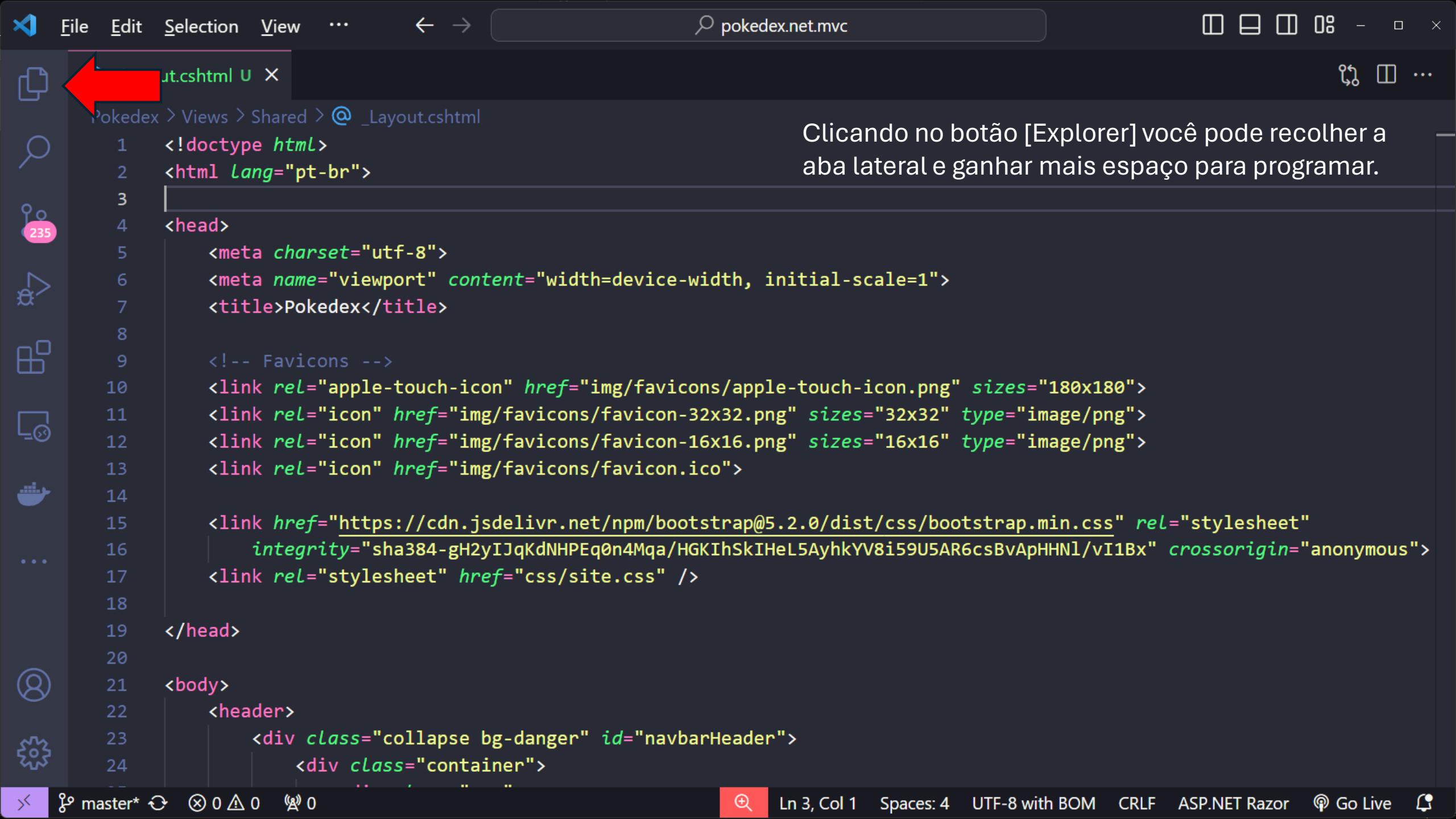
- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Explorer:** Shows the project structure under POKEDEX.NET.MVC, including Pokedex, bin, Controllers, Models, obj, Properties, Views (Home, Shared), wwwroot, appsettings.Development.json, and appsettings.json.
- Editor:** The file @_Layout.cshtml is open in the editor. The code is as follows:

```
<!doctype html>
<html lang="pt-br">
    <head>
        <meta charset="utf-8">
        <meta name="viewport" content="width=device-width, initial-scale=1">
        <title>Pokedex</title>
        <!-- Favicons -->
        <link rel="apple-touch-icon" href="img/favicons/apple-touch-icon.png" sizes="152x152" type="image/png">
        <link rel="icon" href="img/favicons/favicon-32x32.png" sizes="32x32" type="image/png">
        <link rel="icon" href="img/favicons/favicon-16x16.png" sizes="16x16" type="image/png">
        <link rel="icon" href="img/favicons/favicon.ico">
        <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.0/dist/css/bootstrap.min.css" integrity="sha384-gH2yIJqKdNHPEq0n4Mqa/HGKIhSkIHeL5AyhkYV8i59U5AR6csBvApHH" rel="stylesheet">
    </head>
    <body>
        <header>
            <div class="collapse bg-danger" id="navbarHeader">
                <div class="container">
```

A red arrow points to the @_Layout.cshtml file in the Explorer sidebar.

Right-hand pane: A note says: "Cole o conteúdo do arquivo index.html baixado da internet para dentro do arquivo _Layout.cshtml".

Bottom Status Bar: master*, 0 0 0 0, Ln 1, Col 1, Spaces: 4, UTF-8 with BOM, CRLF, ASP.NET Razor, Go Live, and a bell icon.



File Edit Selection View ... ← → 🔍 pokedex.net.mvc ⚡ 1

Pokedex > Views > Shared > @ _Layout.cshtml

```
1  <!doctype html>
2  <html lang="pt-br">
3
4  <head>
5      <meta charset="utf-8">
6      <meta name="viewport" content="width=device-width, initial-scale=1">
7      <title>Pokedex | @ViewData["Title"]</title>
8
9      <!-- Favicons -->
10     <link rel="apple-touch-icon" href="~/img/favicons/apple-touch-icon.png" sizes="180x180">
11     <link rel="icon" href="~/img/favicons/favicon-32x32.png" sizes="32x32" type="image/png">
12     <link rel="icon" href="~/img/favicons/favicon-16x16.png" sizes="16x16" type="image/png">
13     <link rel="icon" href="~/img/favicons/favicon.ico">
14
15     <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.0/dist/css/bootstrap.min.css" rel="stylesheet"
16           integrity="sha384-gH2yIJqKdNHPEq0n4Mqa/HGKIhSkTHeL5AyhkYV8i59U5AR6csBvApHHNl/vI1Bx" crossorigin="anonymous">
17     <link rel="stylesheet" href="~/css/site.css" />
18
19 </head>
20
21 <body>
22     <header>
23         <div class="collapse bg-danger" id="navbarHeader">
24             <div class="container">
```

Agora vamos editar o arquivo, que originalmente era um HTML para adicionar os elementos da programação do .NET C#. @ViewData representa uma espaço que transferência de dados, vamos ver seu uso posteriormente. Nos links de arquivos estaticos estamos adicionando um ~/ isso indica que o arquivo está na pasta wwwroot.

File Edit Selection View ... ← → 🔍 pokedex.net.mvc ⚡

Pokedex > Views > Shared > @ _Layout.cshtml

```
21 <body>
22     <header>
23         <div class="collapse bg-danger" id="navbarHeader">
24             <div class="container">
25                 <div class="row">
26                     <div class="col-sm-8 col-md-7 py-4">
27                         <h4 class="text-white">Sobre</h4>
28                         <p class="text-white">
29                             Projeto desenvolvido para demonstrar a criação de páginas WEB com Net 8.0.
30                             Demonstrar a criação de aplicações com padrão MVC e leitura de arquivos JSON,
31                             além de boas práticas de Programação Orientada a Objetos, Páginas Dinâmicas e Uso de Sessões.
32                         </p>
33                     </div>
34                     <div class="col-sm-4 offset-md-1 py-4">
35                         <h4 class="text-white">Contatos</h4>
36                         <ul class="list-unstyled">
37                             <li><a href="#" class="text-white">Follow on Twitter</a></li>
38                             <li><a href="#" class="text-white">Like on Facebook</a></li>
39                             <li><a href="#" class="text-white">E-mail</a></li>
40                         </ul>
41                     </div>
42                 </div>
43             </div>
44         </div>
```

Aqui você pode trocar os links para direcionar para suas redes, fique à vontade para fazer sua apresentação, lembre-se este projeto é um portfólio SEU.

Projeto desenvolvido para demonstrar a criação de páginas WEB com Net 8.0.
Demonstrar a criação de aplicações com padrão MVC e leitura de arquivos JSON,
além de boas práticas de Programação Orientada a Objetos, Páginas Dinâmicas e Uso de Sessões.

Follow on Twitter
Like on Facebook
E-mail

master* 🔍 0 ⚡ 0 ⚡ 0 ⚡ 0 ⚡ 0 🔍 Ln 37, Col 1 (259 selected) Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor ⚡ Go Live

Pokedex > Views > Shared > @ _Layout.cshtml

```
41 </ul>
42     </div>
43     </div>
44 </div>
45 <div class="navbar navbar-dark bg-danger shadow-sm">
46     <div class="container">
47         <a asp-controller="Home" asp-action="Index" class="navbar-brand d-flex align-items-center">
48             
49             &ampnbsp<strong>POKÉDEX</strong>
50         </a>
51         <button class="navbar-toggler" type="button" data-bs-toggle="collapse" data-bs-target="#navbarHeader"
52             aria-controls="navbarHeader" aria-expanded="false" aria-label="Toggle navigation">
53             <span class="navbar-toggler-icon"></span>
54         </button>
55     </div>
56 </div>
57 </header>
58
59 <main>
60     @RenderBody()
61 </main>
62
63 <footer class="text-muted py-3">
64     <div class="container">
65         <p class="float-end">
```

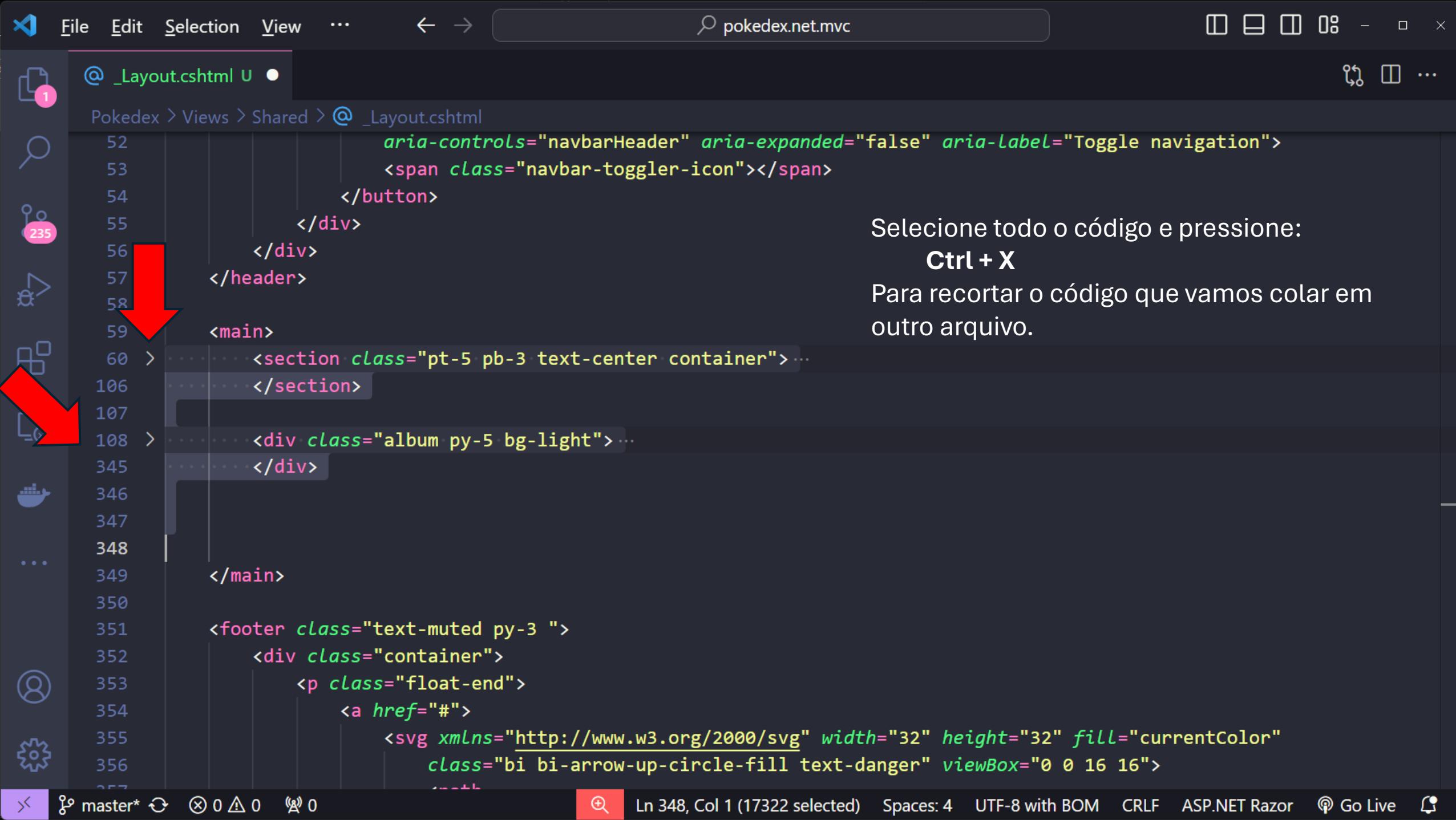
Para criar links usamos os tag-helpers:
asp-controller e **asp-action**
Especificando a ação e qual o controller responsável pela requisição.

Ln 48, Col 33 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor Go Live

Pokedex > Views > Shared > @ _Layout.cshtml

```
52     aria-controls="navbarHeader" aria-expanded="false" aria-label="Toggle navigation">
53         <span class="navbar-toggler-icon"></span>
54     </button>
55     </div>
56 </div>
57 </header>
58
59 <main>
60     <section class="pt-5 pb-3 text-center container"> ...
61     </section>
62
63     <div class="album py-5 bg-light"> ...
64     </div>
65
66
67
68
69     </main>
70
71
72     <footer class="text-muted py-3">
73         <div class="container">
74             <p class="float-end">
75                 <a href="#">
76                     <svg xmlns="http://www.w3.org/2000/svg" width="32" height="32" fill="currentColor"
77                         class="bi bi-arrow-up-circle-fill text-danger" viewBox="0 0 16 16">
78                         ...
79                     </svg>
80                 </a>
81             </p>
82         </div>
83     </footer>
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
```

Para facilitar, vamos minimizar o código nas linhas 60 e 345, para isso basta clicar na “setinha” que aparece na frente da linha.



Pokedex > Views > Shared > @ _Layout.cshtml

```
52     aria-controls="navbarHeader" aria-expanded="false" aria-label="Toggle navigation">
53         <span class="navbar-toggler-icon"></span>
54     </button>
55     </div>
56 </div>
57 </header>
58
59 <main>
60     <section class="pt-5 pb-3 text-center container">...
106     </section>
107
108     <div class="album py-5 bg-light">...
345     </div>
346
347
348     </main>
349
350
351     <footer class="text-muted py-3">
352         <div class="container">
353             <p class="float-end">
354                 <a href="#">
355                     <svg xmlns="http://www.w3.org/2000/svg" width="32" height="32" fill="currentColor"
356                         class="bi bi-arrow-up-circle-fill text-danger" viewBox="0 0 16 16">
```

Selecione todo o código e pressione:
Ctrl + X

Para recortar o código que vamos colar em
outro arquivo.

Ln 348, Col 1 (17322 selected) Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor Go Live

Pokedex > Views > Shared > @ _Layout.cshtml

```
52     aria-controls="navbarHeader" aria-expanded="false" aria-label="Toggle navigation">
53         <span class="navbar-toggler-icon"></span>
54     </button>
55     </div>
56 </div>
57 </header>
58
59 <main>
60
61 </main>
62
63 <footer class="text-muted py-3">
64     <div class="container">
65         <p class="float-end">
66             <a href="#">
67                 <svg xmlns="http://www.w3.org/2000/svg" width="32" height="32" fill="currentColor"
68                     class="bi bi-arrow-up-circle-fill text-danger" viewBox="0 0 16 16">
69                 <path
70                     d="M16 8A8 8 0 1 0 0 8a8 8 0 0 0 16 0zm-7.5 3.5a.5.5 0 0 1-1 0V5.707L5.354 7.854a.5.5 0 1 1-1-1z"/>
71             </svg>
72         </a>
73     </p>
74     <p class="mb-1">Pokédex - Versão Gallo & Márcio</p>
75     <p class="mb-0">Projeto Integrador desenvolvido para as aulas de Interfaces WEB I e Sistemas Web I</p>
```

Agora com a tag <main> vazia, vamos inserir uma linha de código que irá deixar claro ao arquivo que este é um Layout. E que irá informar as demais páginas onde seu conteúdo deverá ser renderizado.

@ _Layout.cshtml U ●

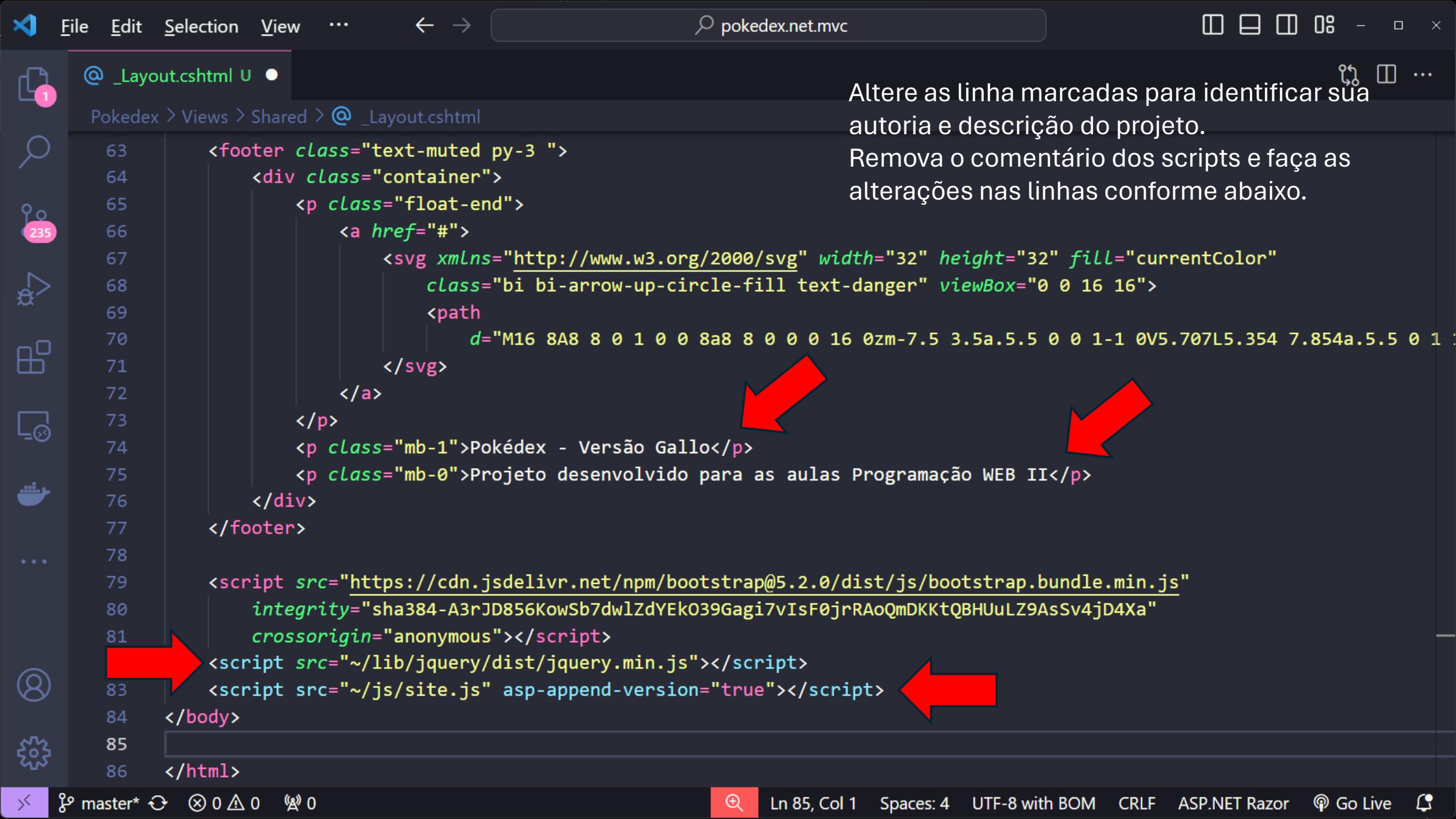
Pokedex > Views > Shared > @ _Layout.cshtml

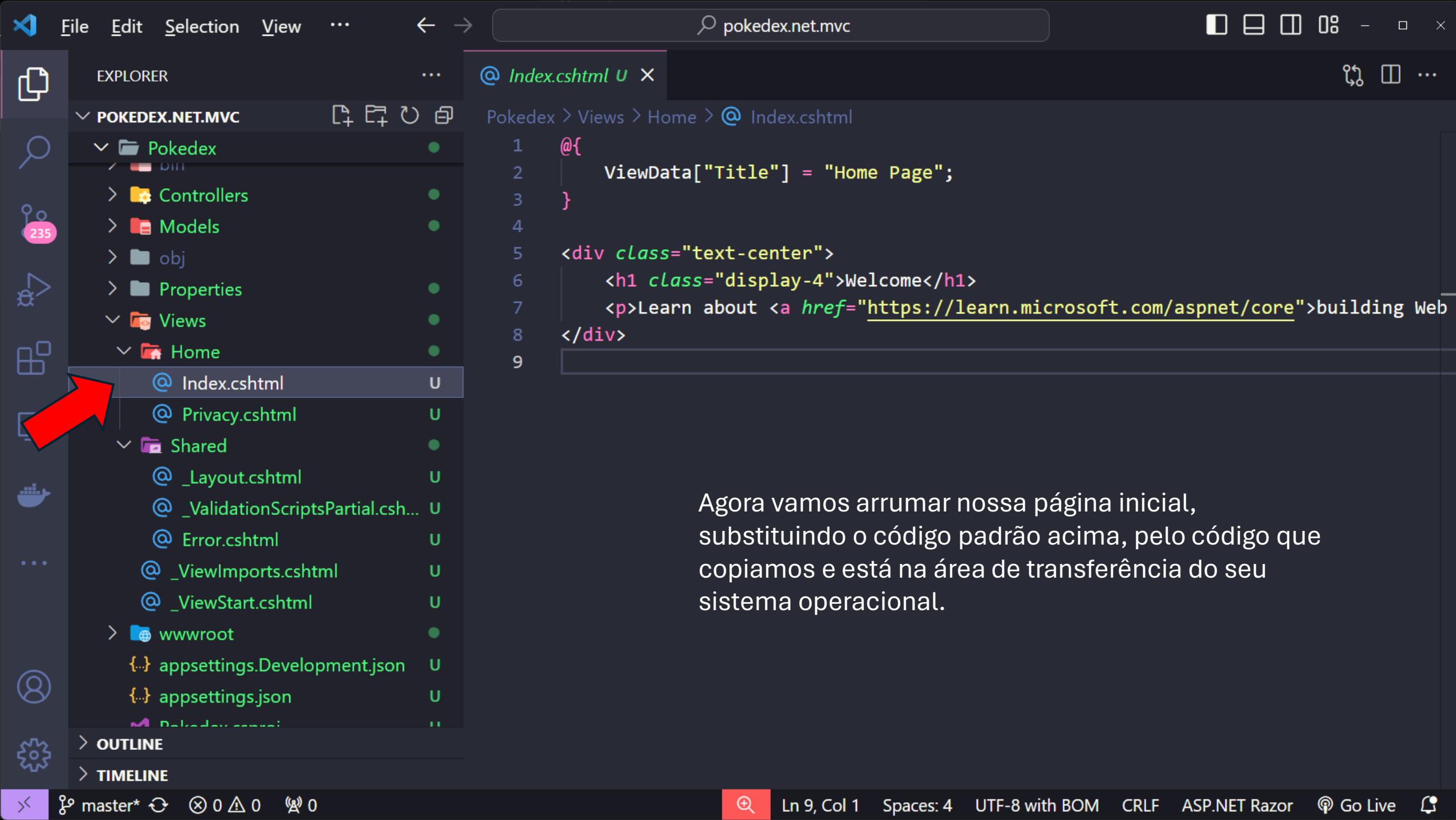


```
52           aria-controls="navbarHeader" aria-expanded="false" aria-label="Toggle navigation">
53             <span class="navbar-toggler-icon"></span>
54           </button>
55         </div>
56       </div>
57     </header>
58
59     <main>
60       @RenderBody()
61     </main>
62
63     <footer class="text-muted py-3">
64       <div class="container">
65         <p class="float-end">
66           <a href="#">
67             <svg xmlns="http://www.w3.org/2000/svg" width="32" height="32" fill="currentColor"
68               class="bi bi-arrow-up-circle-fill text-danger" viewBox="0 0 16 16">
69               <path
70                 d="M16 8A8 8 0 1 0 0 8a8 8 0 0 0 16 0zm-7.5 3.5a.5.5 0 0 1-1 0V5.707L5.354 7.854a.5.5 0 1
71               </path>
72           </a>
73         </p>
74         <p class="mb-1">Pokédex - Versão Gallo & Márcio</p>
75         <p class="mb-0">Projeto Integrador desenvolvido para as aulas de Interfaces WEB I e Sistemas Web I</p>
```



Sem a função RenderBody() seu arquivo de Layout simplesmente não funcionará.
É importante notar que a linha começa com @ pois isso informa que estamos incluindo um código de programação C#.





File Edit Selection View ... ← → 🔍 pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- Controllers
- Models
- obj
- Properties
- Views
 - Home
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _Layout.cshtml
 - @ _ValidationScriptsPartial.cshtml
 - @ Error.cshtml
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
- wwwroot
- {...} appsettings.Development.json
- {...} appsettings.json
- Detailed coverage

OUTLINE

TIMELINE

@ Index.cshtml X

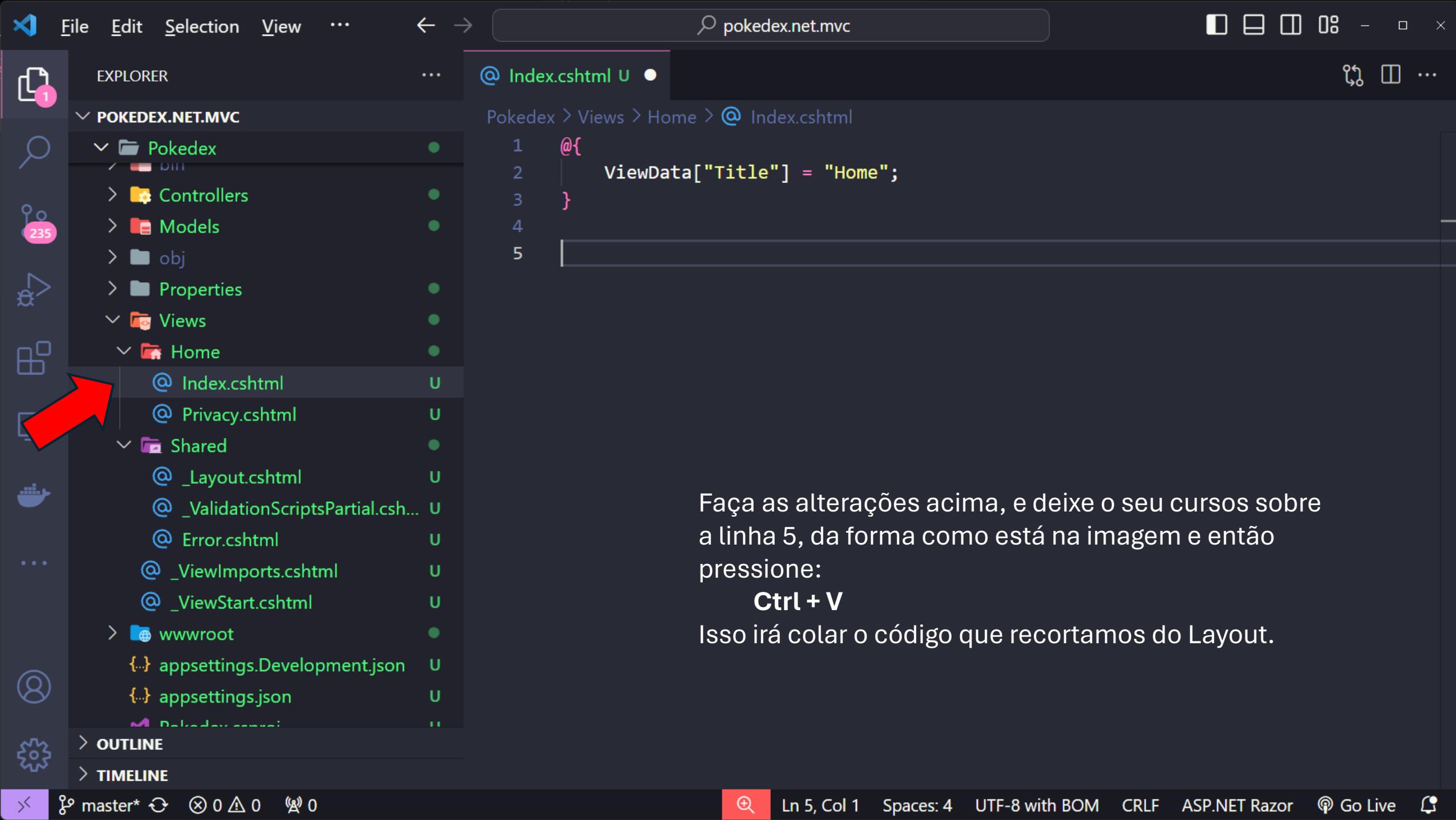
Pokedex > Views > Home > @ Index.cshtml

```
1  @{
2     ViewData["Title"] = "Home Page";
3 }
4
5 <div class="text-center">
6     <h1 class="display-4">Welcome</h1>
7     <p>Learn about <a href="https://learn.microsoft.com/aspnet/core">building Web
8 </div>
9 
```

master* 🔍 0 ⚠ 0 ⚡ 0 🔍 0

Ln 9, Col 1 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor Go Live

Agora vamos arrumar nossa página inicial, substituindo o código padrão acima, pelo código que copiamos e está na área de transferência do seu sistema operacional.



File Edit Selection View ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- Controllers
- Models
- obj
- Properties
- Views
 - Home
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _Layout.cshtml
 - @ _ValidationScriptsPartial.cshtml
 - @ Error.cshtml
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
- wwwroot
- {...} appsettings.Development.json
- {...} appsettings.json
- Detailed coverage

OUTLINE

TIMELINE

1 @{
2 | ViewData["Title"] = "Home";
3 }
4
5

Pokedex > Views > Home > @ Index.cshtml

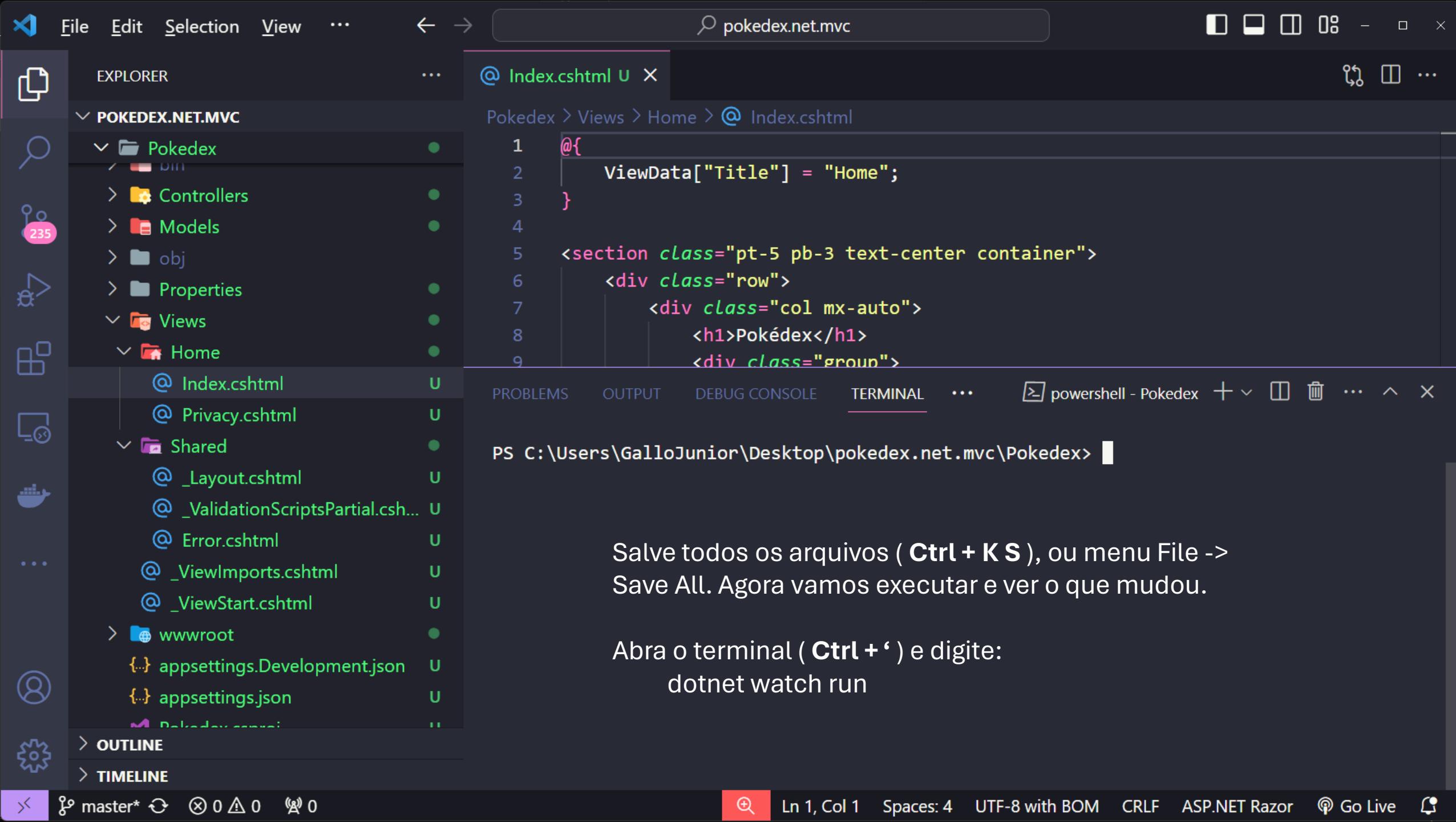
Faça as alterações acima, e deixe o seu cursos sobre a linha 5, da forma como está na imagem e então pressione:
Ctrl + V
Isso irá colar o código que recortamos do Layout.

master* ↻ ⚡ 0 ⚡ 0 ⚡ 0 ↻ Ln 5, Col 1 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor ⚡ Go Live

A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows a project structure for 'POKEDEX.NET.MVC' with folders like 'Pokedex', 'Controllers', 'Models', 'obj', 'Properties', 'Views', and 'Home'. A red arrow points to the 'Views' folder. The Editor tab shows the file '@ Index.cshtml' with the following code:

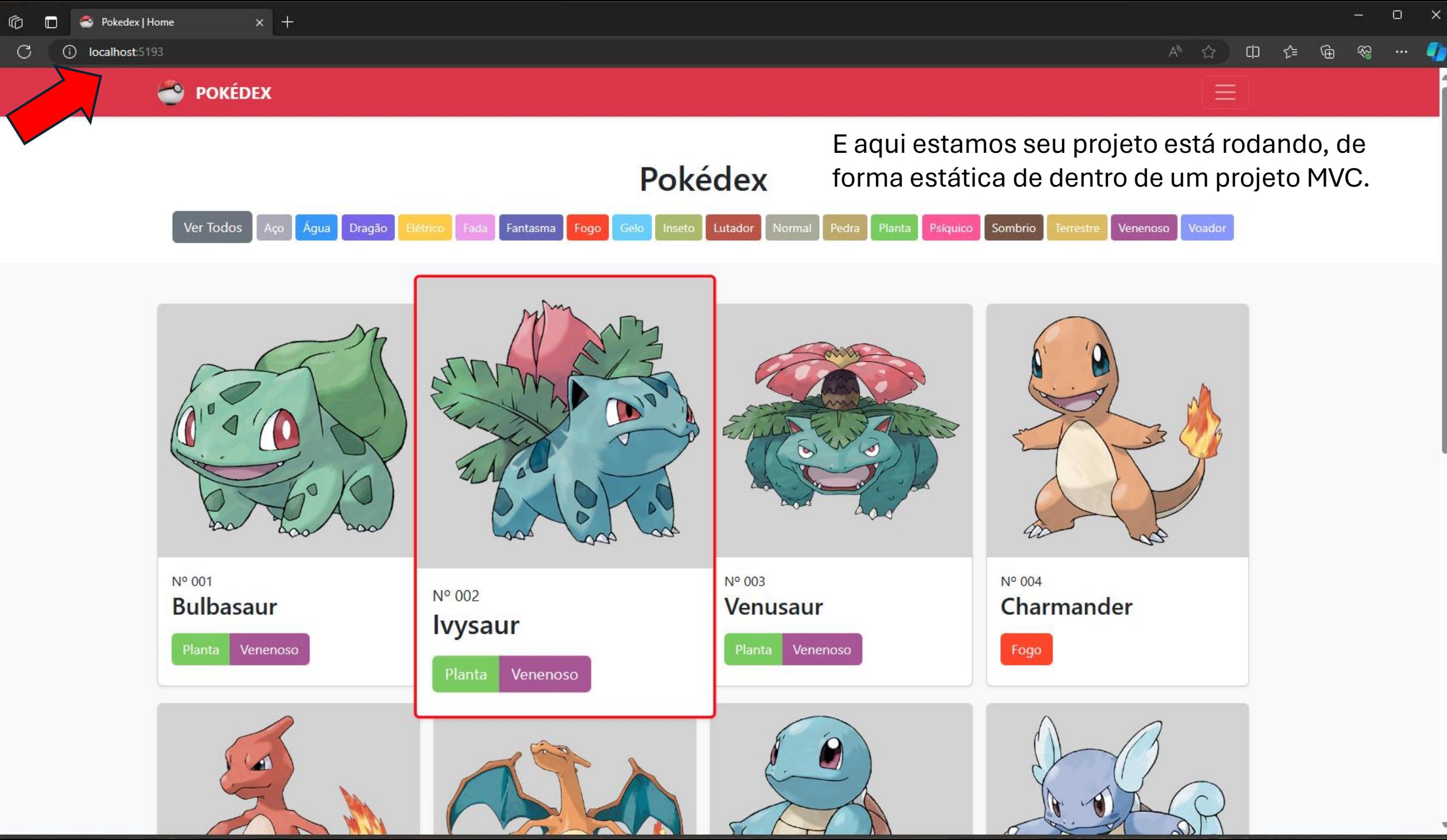
```
1 @{
2     ViewData["Title"] = "Home";
3 }
4
5 <section class="pt-5 pb-3 text-center container">
6     <div class="row">
7         <div class="col mx-auto">
8             <h1>Pokédex</h1>
9             <div class="group">
10                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary">Todos</button>
11                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #aab">Aço</button>
12                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #39f">Água</button>
13                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #76e">Dragão</button>
14                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #fc3">Elétrico</button>
15                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #e9e">Fada</button>
16                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #66b">Fantasma</button>
17                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #d9c">Gelo</button>
18                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #ff8">Fogo</button>
19                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #993">Larva</button>
20                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #999">Normal</button>
21                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #999">Rotação</button>
22                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #999">Sombra</button>
23                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #999">Venenoso</button>
24             </div>
25         </div>
26     </div>
27 </section>
```

The status bar at the bottom shows the file path 'pokedex.net.mvc', the current file 'Index.cshtml', and other details like 'Ln 1, Col 1', 'Spaces: 4', 'UTF-8 with BOM', 'CRLF', 'ASP.NET Razor', and 'Go Live'.



The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Icons:** Explorer, Search, Problems, Dots, Shared, wwwroot, appsettings, Outline, Timeline.
- Project Explorer (POKEDEX.NET.MVC):**
 - Pokedex
 - Controllers
 - Models
 - obj
 - Properties
 - Views
 - Home
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _Layout.cshtml
 - @ _ValidationScriptsPartial.cshtml
 - @ Error.cshtml
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - wwwroot
 - appsettings.Development.json
 - appsettings.json
 - Pokedex.csproj
- Editor:** @ Index.cshtml (Line 1: @{} ViewData["Title"] = "Home";)
- Terminal:** PS C:\Users\GalloJunior\Desktop\pokedex.net.mvc\Pokedex> dotnet watch run
dotnet watch 🔥 Hot reload enabled. For a list of supported edits, see https://aka.ms/dotnet/hot-reload.
💡 Press "Ctrl + R" to restart.
dotnet watch 🚧 Building...
Determining projects to restore...
All projects are up-to-date for restore.
Pokedex -> C:\Users\GalloJunior\Desktop\pokedex.net.mvc\Pokedex\bin\Debug\net8.0\Pokedex.dll
dotnet watch 🚀 Started
- Message:** Aguarde que o VS Code irá abrir seu navegador e seu projeto já estará em execução
- Bottom Status Bar:** master*, 0 0 0, Ln 1, Col 1, Spaces: 4, UTF-8 with BOM, CRLF, ASP.NET Razor, Go Live, ...



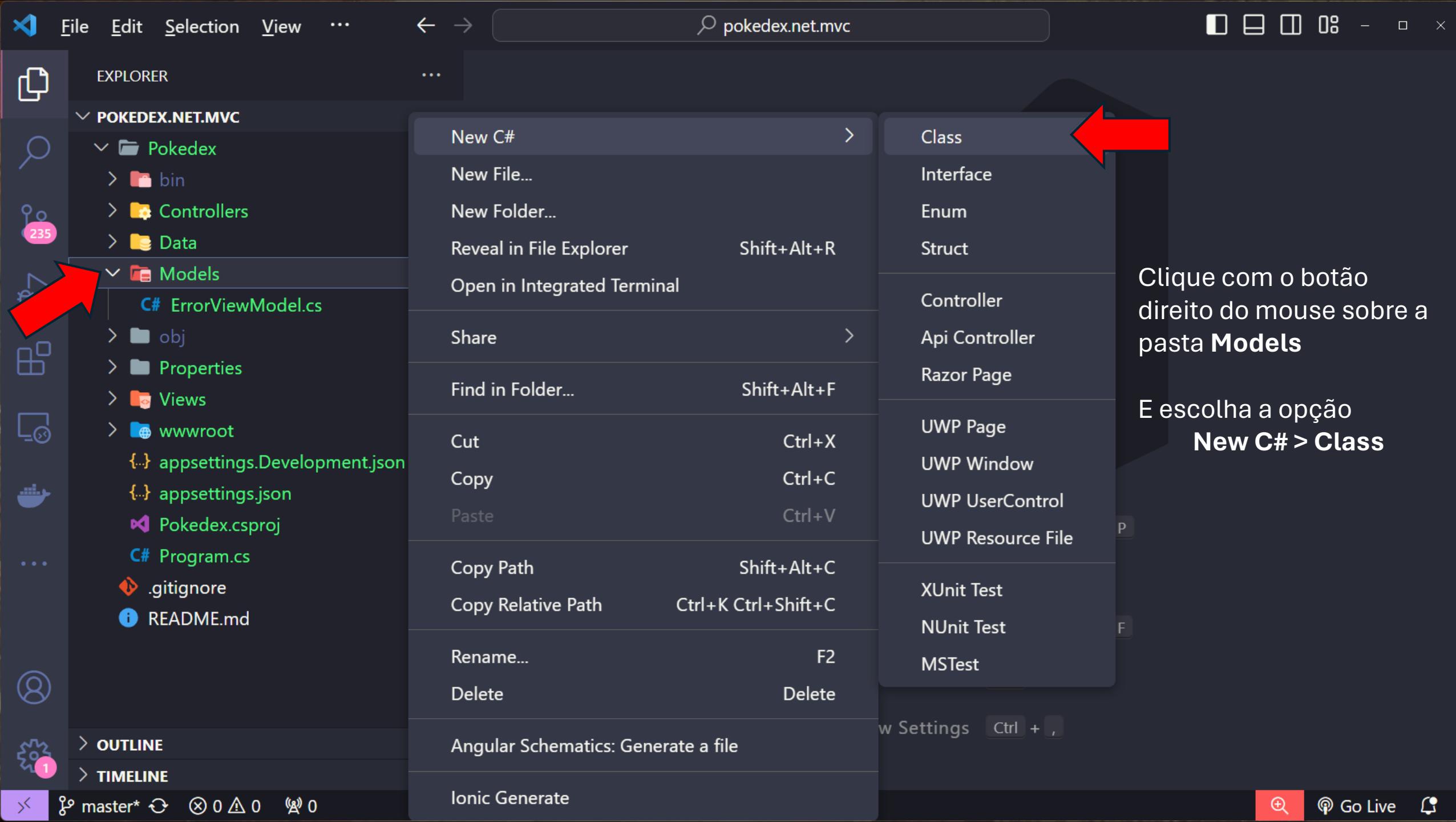
Transformando a Página Index em uma Página Dinâmica

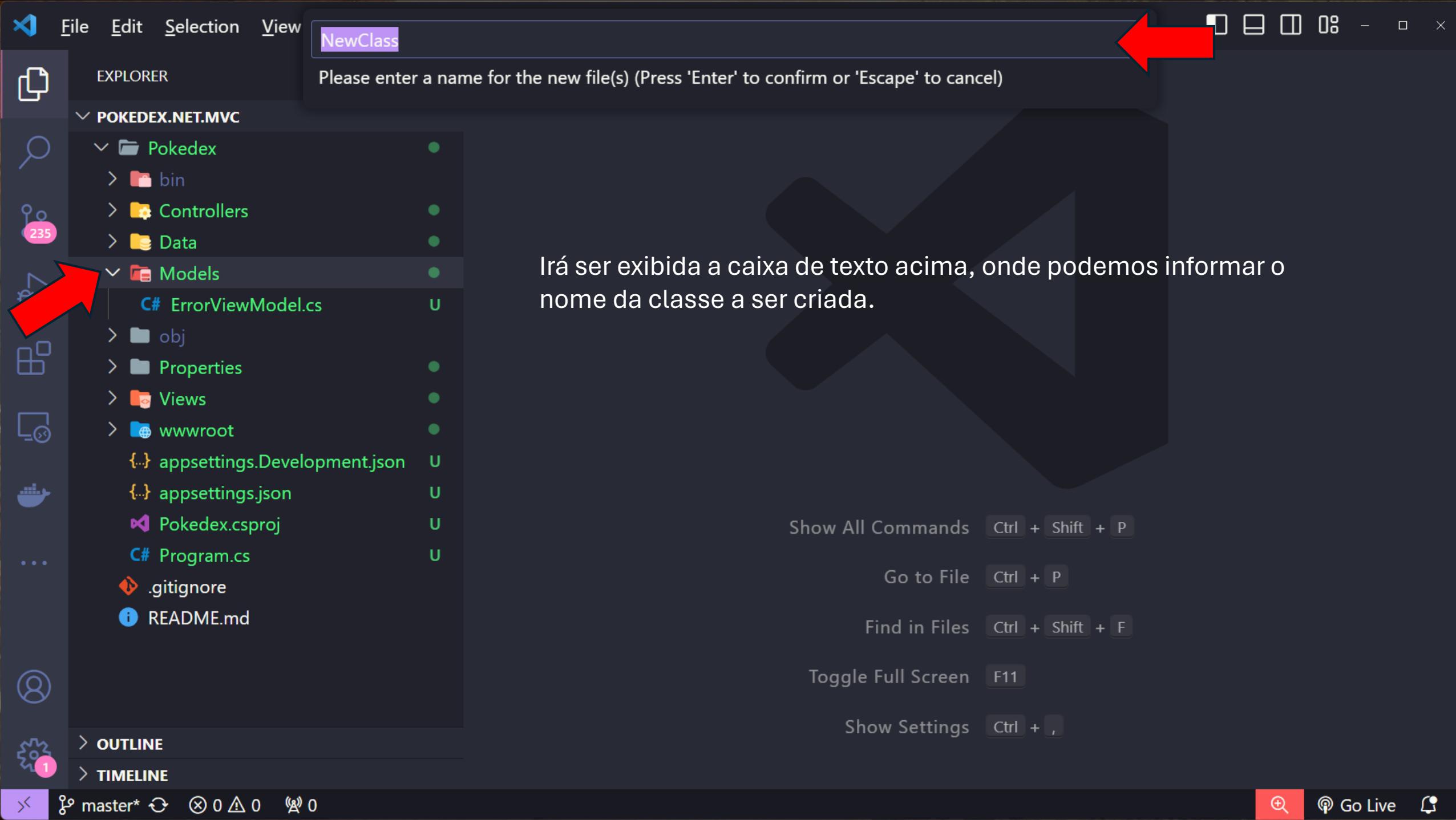
Agora que já temos os dados inseridos no projeto, bem como, os arquivos estáticos uma página bem elaborada, podemos partir para a criação dos códigos que iram deixar nosso projeto dinâmico, exibindo os pokemons que estão no arquivo pokemons.json.

Etapa 1.

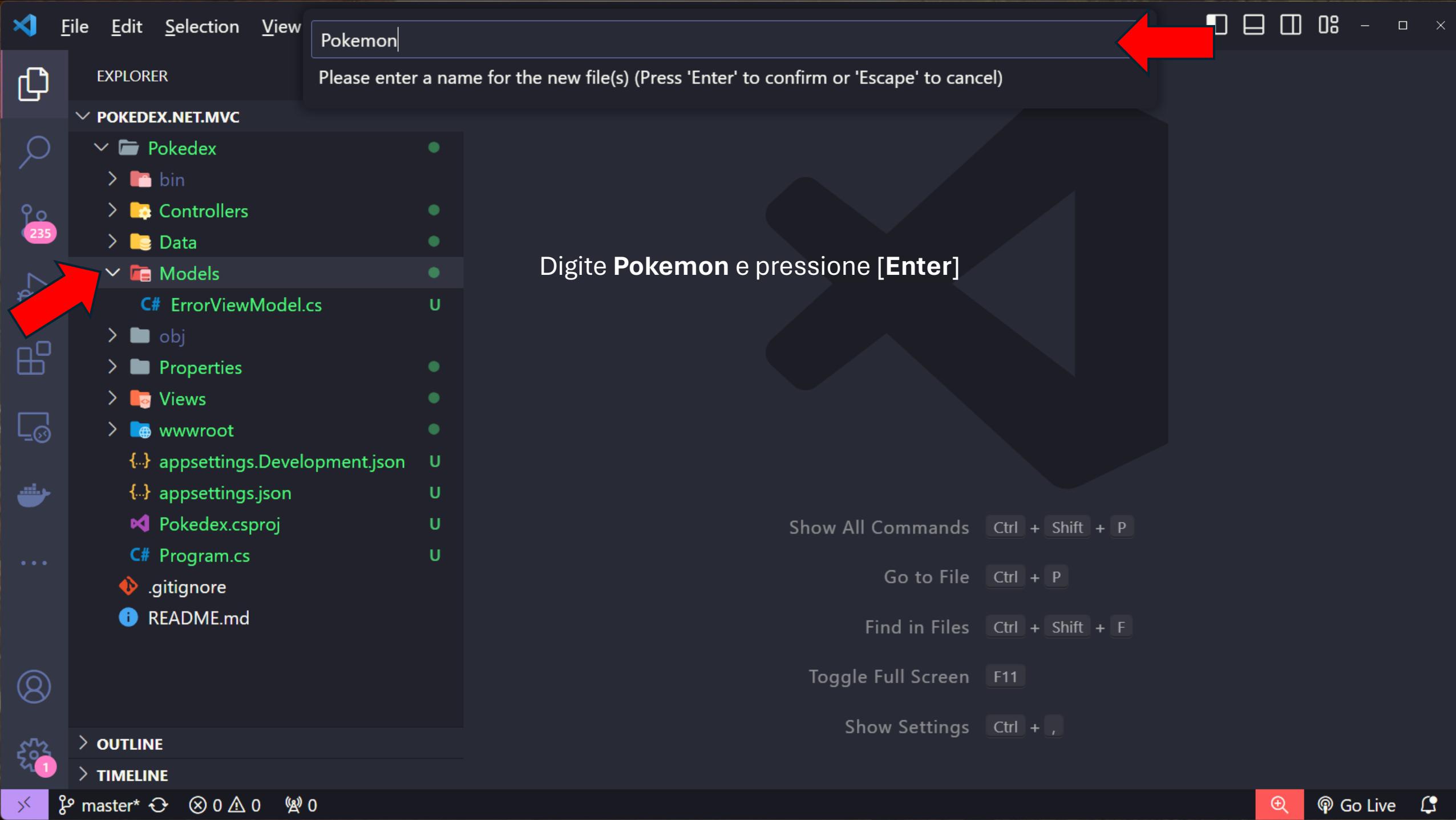
Criando as Classes de Dados

Vamos começar pela criação de classes que vão representar os dados que queremos exibir, ou seja, os Pokemons e os tipos de pokemons.





Irá ser exibida a caixa de texto acima, onde podemos informar o nome da classe a ser criada.



A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows the project structure for 'POKEDEX.NET.MVC'. A red arrow points from the status bar at the bottom to the 'Pokemon.cs' file listed in the Explorer. The Editor pane on the right displays the code for 'Pokemon.cs'.

```
C# Pokemon.cs X
Pokedex > Models > C# Pokemon.cs > Pokemon
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Threading.Tasks;
5
6 namespace Pokedex.Models
7 {
8     public class Pokemon
9     {
10    }
11 }
12 }
```

A classe criada é padronizada, vamos fazer algumas alterações para ter uma visualização melhor do código deixando mais limpo.

File Edit Selection View ... ← → 🔍 pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
 - bin
 - Controllers
 - Data
- Models
 - ErrorViewModel.cs
 - Pokemon.cs
- obj
- Properties
- Views
- wwwroot
 - appsettings.Development.json
 - appsettings.json
- Pokedex.csproj
- Program.cs
- .gitignore
- README.md

OUTLINE

TIMELINE

master* 0 0 0 0 0

Ln 10, Col 9 Spaces: 4 UTF-8 CRLF C# Go Live

A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows the project structure of 'POKEDEX.NET.MVC' with files like 'Pokedex.csproj', 'Program.cs', and 'Pokemon.cs'. A red arrow points to the 'File Explorer' icon in the sidebar. The Editor tab at the top has the title 'C# Pokemon.cs U X' and displays the code for the 'Pokemon' class. The Status Bar at the bottom shows the file path 'pokedex.net.mvc', the current line 'Ln 7, Col 1', and other details like 'Spaces: 4', 'UTF-8', 'CRLF', and 'C#'. A message in Portuguese 'Deixe sua classe conforme o código acima.' is overlaid in the center of the editor area.

```
namespace Pokedex.Models;  
public class Pokemon {  
}  
Deixe sua classe conforme o código acima.
```

File Edit Selection View ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

Pokedex bin Controllers Data Models ErrorViewModel.cs Pokemon.cs obj Properties Views wwwroot appsettings.Development.json appsettings.json Pokedex.csproj Program.cs .gitignore README.md

C# Pokemon.cs U X

Pokedex > Models > C# Pokemon.cs > ...

1 namespace Pokedex.Models;
2
3 public class Pokemon
4 {
5
6 }
7

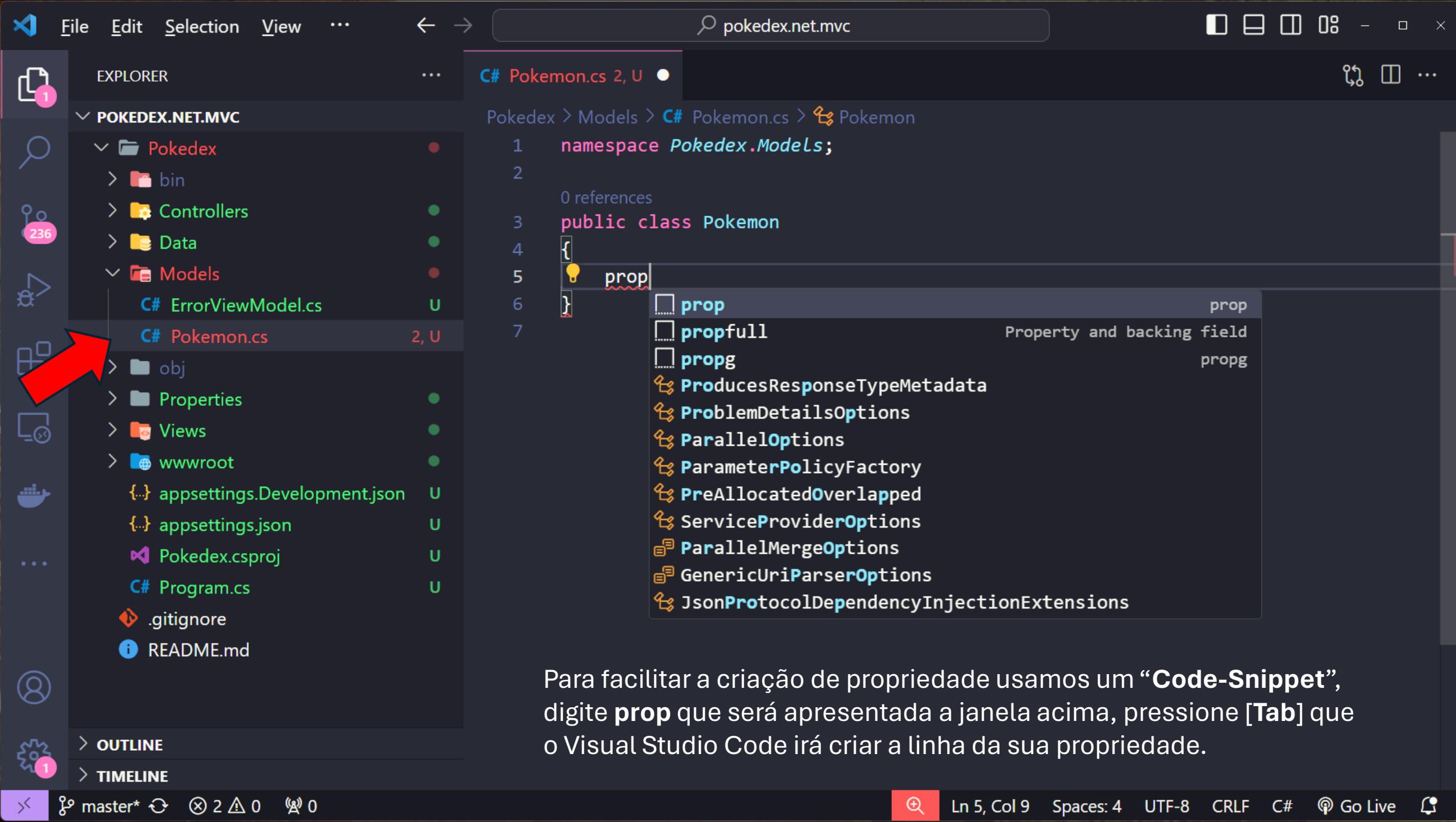
Deixe sua classe conforme o código acima.

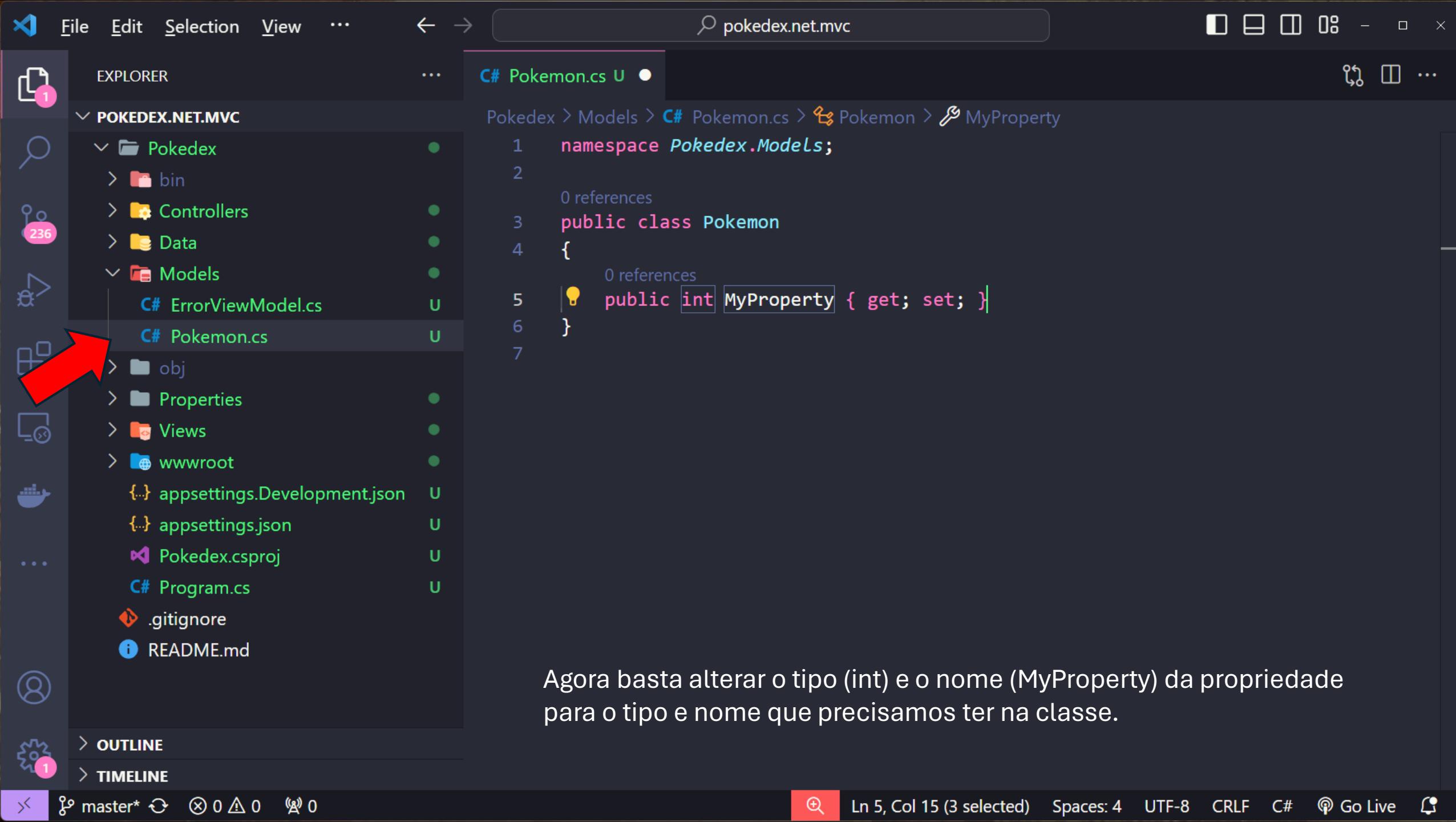
OUTLINE

TIMELINE

master* 0 0 0 0 0

Ln 7, Col 1 Spaces: 4 UTF-8 CRLF C# Go Live





File Edit Selection View ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- bin
- Controllers
- Data
- Models

 - ErrorViewModel.cs
 - Pokemon.cs

- obj
- Properties
- Views
- wwwroot
- appsettings.Development.json
- appsettings.json
- Pokedex.csproj
- Program.cs
- .gitignore
- README.md

C# Pokemon.cs U X

Pokedex > Models > C# Pokemon.cs > Pokemon

```
1 namespace Pokedex.Models;
2
3 public class Pokemon
4 {
5     public int Numero { get; set; }
6     public string Nome { get; set; }
7     public string Descricao { get; set; }
8     public string Especie { get; set; }
9     public List<string> Tipo { get; set; } = [];
10    public double Altura { get; set; }
11    public double Peso { get; set; }
12    public string Imagem { get; set; }
13}
14
```

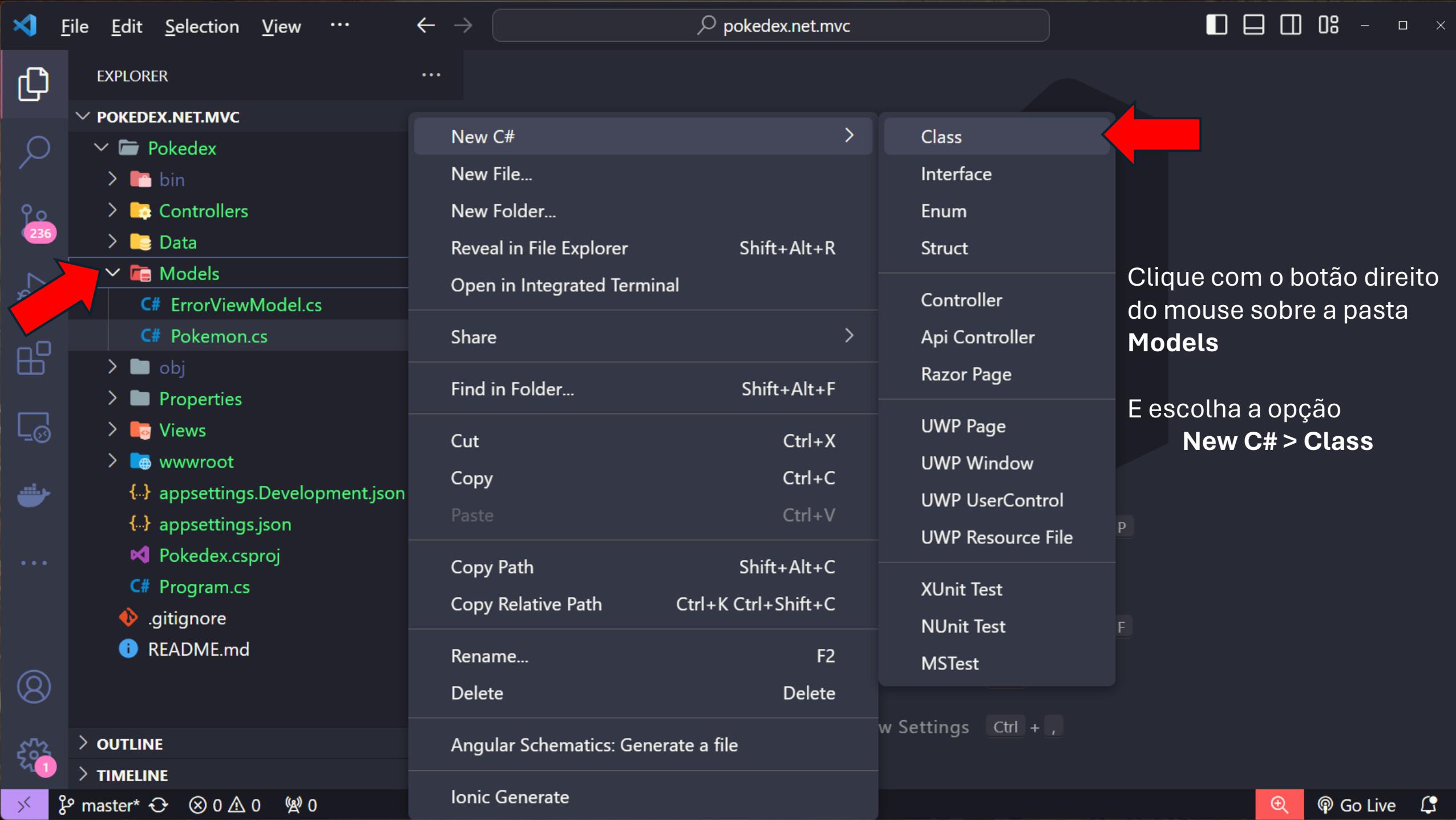
Deixe sua classe desta forma.
Se você olhar o arquivo **pokemons.json**,
perceberá a semelhança.

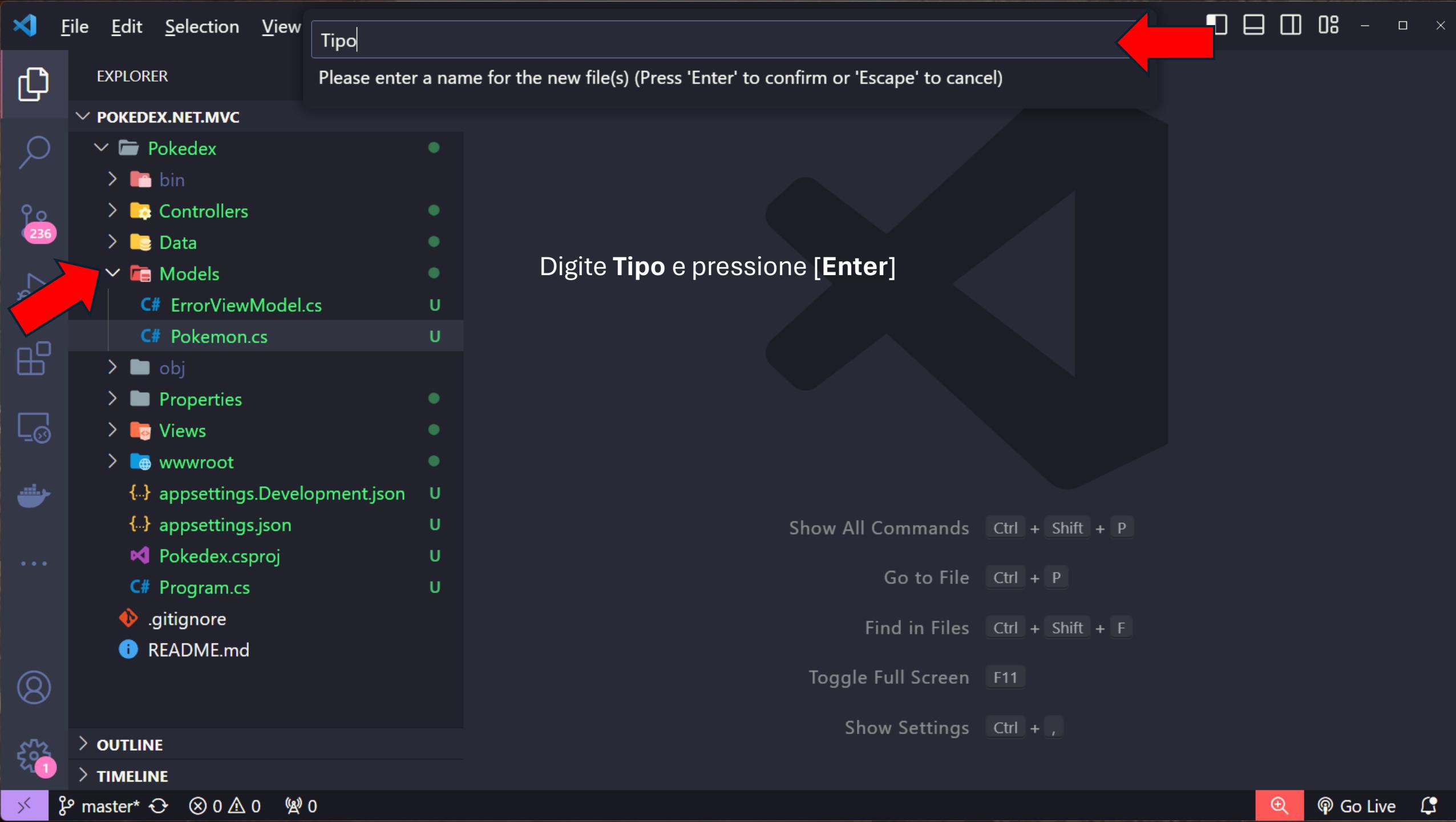
OUTLINE

TIMELINE

master* 0 0 0 0 0

Ln 13, Col 1 Spaces: 4 UTF-8 CRLF C# Go Live





The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Explorer:** Shows the project structure under POKEDEX.NET.MVC, including Pokedex, bin, Controllers, Data, Models (containing ErrorViewModel.cs, Pokemon.cs, and the selected Tipo.cs), obj, Properties, Views, wwwroot, appsettings.Development.json, appsettings.json, Pokedex.csproj, Program.cs, .gitignore, and README.md. A red arrow points to the Models folder.
- Editor:** C# Tipo.cs file open. The code defines a class Tipos with a constructor and a method named GetAll. It includes using statements for System, System.Collections.Generic, System.Linq, and System.Threading.Tasks, and a namespace declaration for Pokedex.Models.
- Status Bar:** master*, 0 errors, 0 warnings, 0 tasks, Ln 10, Col 9, Spaces: 4, UTF-8, CRLF, C#, Go Live, and a notification icon.

A text annotation in the bottom right corner reads: "A classe criada é padronizada, vamos fazer algumas alterações para ter uma visualização melhor do código deixando mais limpo."

```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Threading.Tasks;
5
6  namespace Pokedex.Models
7  {
8      public class Tipos
9      {
10         public Tipos()
11     }
12 }
```

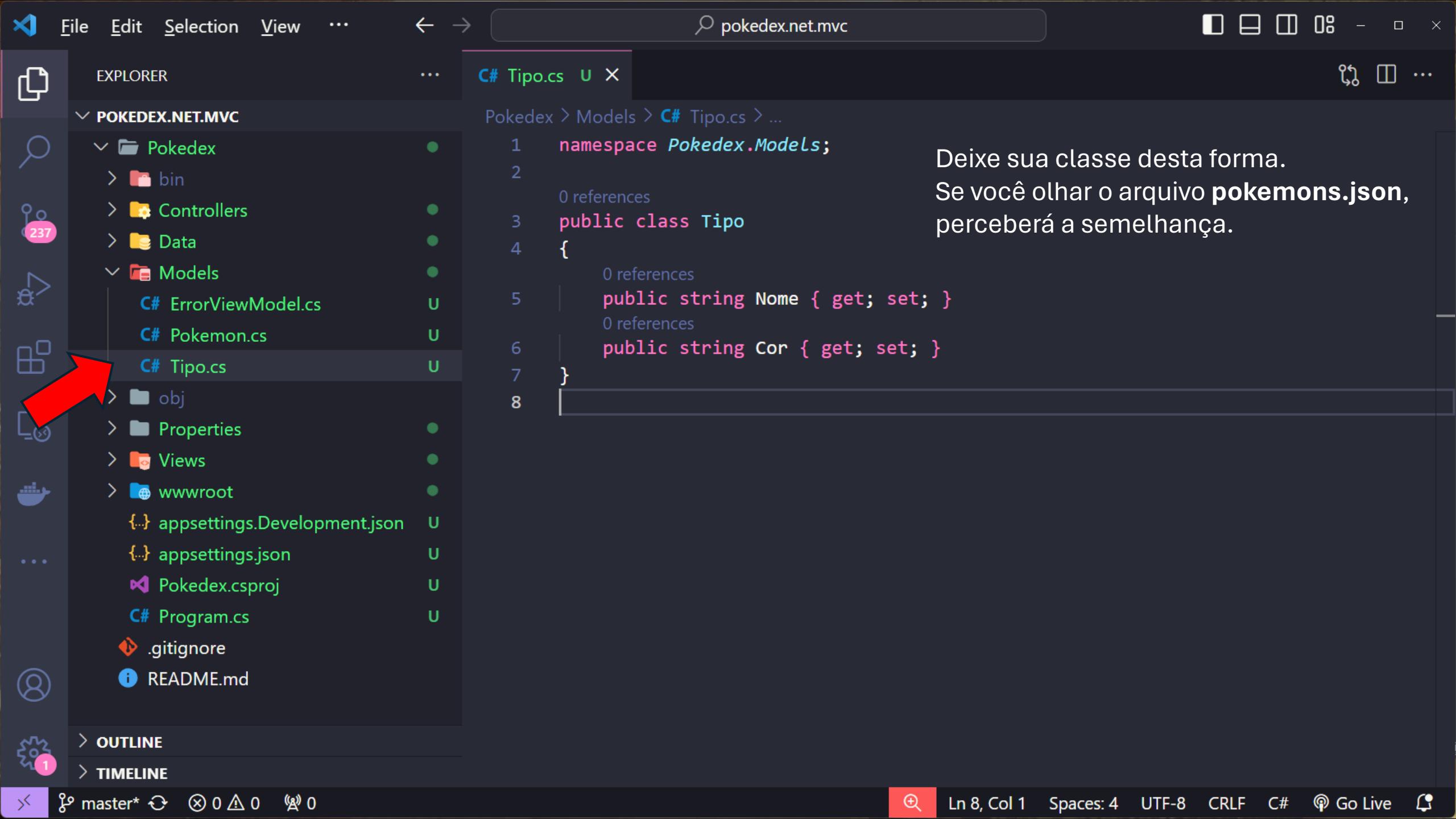
Ln 10, Col 9 Spaces: 4 UTF-8 CRLF C# Go Live

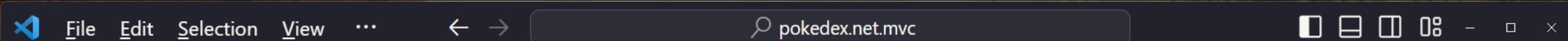
A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows the project structure of 'POKEDEX.NET.MVC' with files like 'Pokedex.cs', 'Tipos.cs', and 'Pokemon.cs'. A red arrow points to the 'Tipos.cs' file in the Explorer. The Editor tab at the top has 'C# Tipo.cs' selected. The main editor area displays the following C# code:

```
1  namespace Pokedex.Models;
2
3  public class Tipo
4  {
5
6  }
7
```

Below the code, a placeholder text says: "Deixe sua classe conforme o código acima."

The Status Bar at the bottom shows the current file is 'master*' with 0 changes, and the editor is set to 'Ln 7, Col 1' with 'Spaces: 4' and 'UTF-8' encoding.





EXPLORER

POKEDEX.NET.MVC

- Pokedex
- bin
- Controllers
- Data
- Models
 - ErrorViewModel.cs
 - Pokemon.cs
 - Tipo.cs
- obj
- Properties
- Views
- wwwroot
- appsettings.Development.json
- appsettings.json
- Pokedex.csproj
- Program.cs
- .gitignore
- README.md

OUTLINE

TIMELINE

Nossa camada de dados está pronta (Por hora).
Vamos passar para a próxima fase.

Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

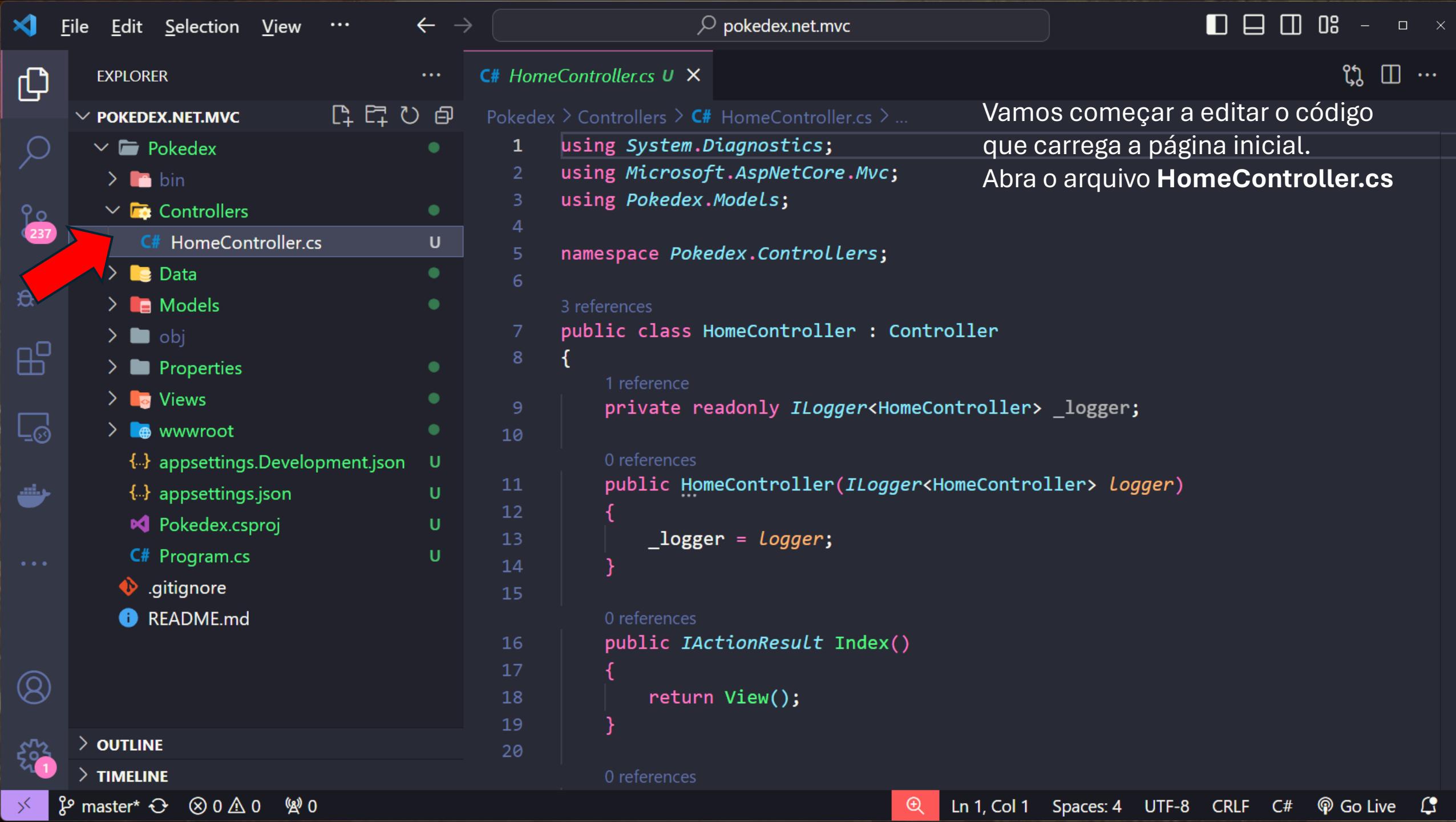
Toggle Full Screen F11

Show Settings Ctrl + ,

Etapa 2. Lendo os Pokemons do JSON

Temos nossas classes, **Pokemon** e **Tipo**, que representam as informações que estão dentro dos arquivos **JSON** que copiamos para a pasta **Data**.

Agora é ler esses arquivos e transformar seus dados em objetos, para podermos manipula-los.



File Edit Selection View ... ← → pokedex.net.mvc ⚡

EXPLORER

POKEDEX.NET.MVC

Pokedex > Controllers > HomeController.cs > ...

0 references

```
C# HomeController.cs U X
public IActionResult Index()
{
    List<Pokemon> pokemons = [];
    using (StreamReader leitor = new("Data\\pokemons.json"))
    {
        string dados = leitor.ReadToEnd();
        pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
    }
    return View(pokemons);
}
```

Altere o código da **action (ação) Index** conforme a marcação da imagem

0 references

```
public IActionResult Privacy()
{
    return View();
}
```

[ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]

0 references

```
public IActionResult Error()
{
    return View(new ErrorViewModel { RequestId = Activity.Current?.Id ?? HttpContext.TraceIdentifier });
}
```

master* ⚡ 0 ⚡ 0 ⚡ 0 OUTLINE TIMELINE

Ln 1, Col 1 Spaces: 4 UTF-8 CRLF C# Go Live

The screenshot shows the Visual Studio Code interface with the following details:

- File Bar:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Icons:** Explorer, Search, Problems (highlighted with a red arrow), Find, Outline, Timeline, Settings.
- Project Explorer (Left):** POKEDEX.NET.MVC folder containing Pokedex, bin, Controllers (HomeController.cs highlighted), Data, Models, obj, Properties, Views, wwwroot, appsettings.Development.json, appsettings.json, Pokedex.csproj, Program.cs, .gitignore, and README.md.
- Code Editor (Right):** C# HomeController.cs file content:

```
1 using System.Diagnostics;
2 using System.Text.Json;
3 using Microsoft.AspNetCore.Mvc;
4 using Pokedex.Models;
5
6 namespace Pokedex.Controllers;
7
8 public class HomeController : Controller
9 {
10     private readonly ILogger<HomeController> _logger;
11
12     public HomeController(ILogger<HomeController> Logger)
13     {
14         _logger = Logger;
15     }
16
17     public IActionResult Index()
18     {
19         List<Pokemon> pokemons = [];
20         using (StreamReader leitor = new("Data\\pokemons.json"))
21     {
```
- Annotations:** A red arrow points to the 'Problems' icon in the sidebar. A curly brace highlights the first four 'using' statements in the code editor.
- Text on the right:** "Para que o código da **action Index** funcione corretamente, é necessária a inclusão de algumas bibliotecas, na parte superior do seu código deve constar todos os **using** ao lado."
- Bottom Status Bar:** master*, 0 0 0 0, Ln 1, Col 1, Spaces: 4, UTF-8, CRLF, C#, Go Live, Notifications.

Etapa 3. Exibindo os Pokemons na Index

Já conseguimos ler os dados dos **Pokemons** do arquivos **pokemons.json**, em seguida deserializamos os arquivos em objetos e enviamos para a **View**.

Agora é editar o código da **View** para deixar a página dinâmica.

Vamos editar nossa página inicial, abra o arquivo:
Views\Home\Index.cshtml

```
1  @{
2      ViewData["Title"] = "Home";
3 }
4
5 <section class="pt-5 pb-3 text-center container">
6     <div class="row">
7         <div class="col mx-auto">
8             <h1>Pokédex</h1>
9             <div class="group">
10                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary">Todos</button>
11                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #aab">Aço</button>
12                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #39f">Água</button>
13                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #76e">Dragão</button>
14                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #fc3">Elétrico</button>
15                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #e9e">Fada</button>
16                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #66b">Fantasma</button>
17                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #d9c">Grama</button>
18                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #999">Lama</button>
19                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #ff8">Líquido</button>
20                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #ff4">Piso</button>
21                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter" style="background-color: #ff0">Voador</button>
22             </div>
23         </div>
24     </div>
25 </section>
```

File Edit Selection View ... ← → 🔎 pokedex.net.mvc ⚡

Pokedex > Views > Home > @ Index.cshtml

237

1 @ {
2 ViewData["Title"] = "Home";
3 }
4
5 > <section class="pt-5 pb-3 text-center container"> ...
51 </section>
52
53 <div class="album py-5 bg-light">
54 <div class="container">
55
56 <div class="row row-cols-1 row-cols-sm-2 row-cols-md-3 row-cols-lg-4 g-3">
57
58 <!-- Card Pokemon - Inicio -->
59 <div class="col"> ...
60 </div>
61 <!-- Card Pokemon - Fim -->
62
63 <!-- Card Pokemon - Inicio -->
64 <div class="col">
65 <div class="card shadow-sm cursor-pointer planta venenoso" onclick="GetInfo(002)">
66
67 <div class="card-body">
68 <p class="card-text mb-0">Nº 002</p>
69 <h3 class="card-title">Ivysaur</h3>
70 </div>
71 </div>
72 </div>
73 </div>

Agora minimize a <section> da **linha 5** que contém a parte superior da página, e a <div> da **linha 59** que contém o card do **Bulbasaur**. Mantenha seu código alinhado com as imagens para facilitar.

master* 🔍 0 ⚡ 0 ⚡ 0 ⚡ 0 ⚡ 0 🔎 Ln 1, Col 3 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor ⚡ Go Live

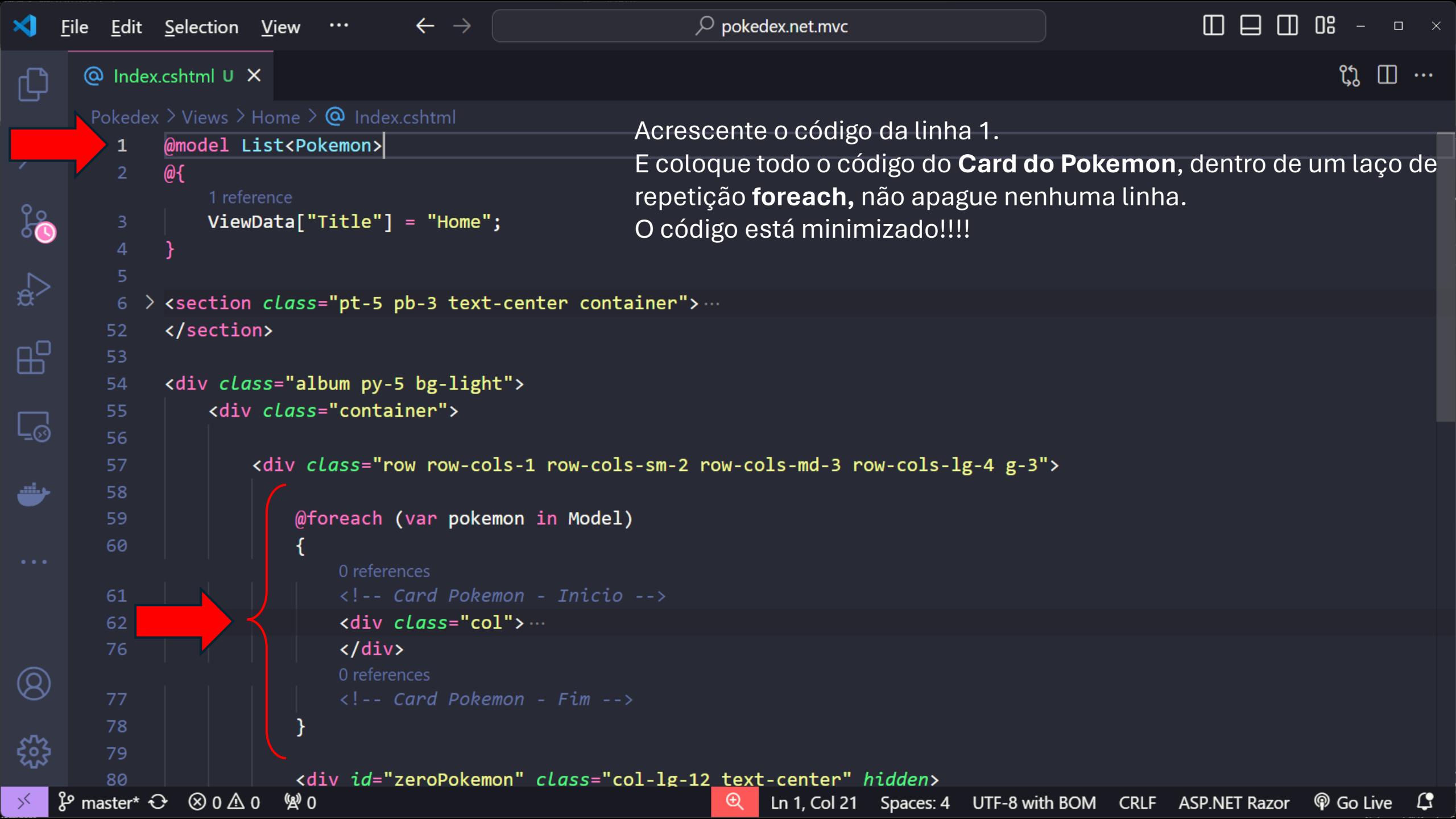
```
1  @{
2      ViewData["Title"] = "Home";
3  }
4
5 > <section class="pt-5 pb-3 text-center container">...
6     </section>
7
8     <div class="album py-5 bg-light">
9         <div class="container">
10
11             <div class="row row-cols-1 row-cols-sm-2 row-cols-md-3 row-cols-lg-4 g-3">
12
13                 <!-- Card Pokemon - Inicio -->
14                 <div class="col">...
15                 </div>
16                 <!-- Card Pokemon - Fim -->
17
18
19                     <div id="zeroPokemon" class="col-lg-12 text-center" hidden>
20                         <h1 class="my-3 text-danger">Nenhum Pokemon Encontrado</h1>
21                     </div>
22
23                 </div>
24
25             </div>
26         </div>
27     </div>
```

Pokedex > Views > Home > @ Index.cshtml

Selezione todas as linhas a partir de 76 até 266, e apague todas.
Apague as linhas em branco, deixando seu código conforme a imagem.

File Edit Selection View ... ← → 🔎 pokedex.net.mvc ⚡ 237 🔍 ⌂ ⌃ ⌄ ⌅ ...

master* 🔍 ⚡ 0 ⚠ 0 ⚡ 0 🔍 Ln 1, Col 3 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor ⚡ Go Live 🔍



Pokédex | Home

localhost:5193

POKÉDEX

Pokédex

Ver Todos Aça Água Dragão Elétrico Fada Fantasma Fogo Gelo Inseto Lutador Normal Pedra Planta Psíquico Sombrio Terrestre Venenoso Voador

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

Nº 001
Bulbasaur

Planta Venenoso

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

Nº 001
Bulbasaur

Planta Venenoso

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

Nº 001
Bulbasaur

Planta Venenoso

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

Nº 001
Bulbasaur

Planta Venenoso

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

A green Bulbasaur with two large green leaves on its back and a small leaf on its tail. It has red eyes and a smiling mouth.

@ Index.cshtml U X

...

Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4  }
5
6  > <section class="pt-5 pb-3 text-center container">...
52 </section>
53
54 <div class="album py-5 bg-light">
55     <div class="container">
56
57         <div class="row row-cols-1 row-cols-sm-2 row-cols-md-3 row-cols-lg-4 g-3">
58
59             @foreach (var pokemon in Model)
60             {
61                 <!-- Card Pokemon - Inicio -->
62             > @{
63                 <div class="col">...
64                 </div>
65                 <!-- Card Pokemon - Fim -->
66             }
67
68             <div id="zeroPokemon" class="col-lg-12 text-center" hidden>
69                 <h1 class="my-3 text-danger">Nenhum Pokemon Encontrado</h1>
70             </div>
71
72             <div id="loading" class="col-lg-12 text-center" hidden>
73                 
74             </div>
75
76             <div id="error" class="col-lg-12 text-center" hidden>
77                 <h1 class="my-3 text-danger">Ocorreu um erro ao carregar os Pokémons!</h1>
78             </div>
79
80             <div id="success" class="col-lg-12 text-center" hidden>
81                 <h1 class="my-3 text-success">Pokémons carregados com sucesso!</h1>
82             </div>
```

Então, conseguimos com um **Card**, criar **36 cards**, uma para cada pokemon, porém todos são **Bulbasaur**, falta editar o código das **linhas 59 a 78**, ou seja, as linhas do laço do **foreach** que cria um **Card** para cada **Pokemon** na lista.



Pokedex > Views > Home > @ Index.cshtml

```
58
59     @foreach (var pokemon in Model)
60     {
61         <!-- Card Pokemon - Inicio -->
62         <div class="col">
63             <div class="card shadow-sm cursor-pointer @string.Join(' ', pokemon.Tipo)">
64                 
65                 <div class="card-body">
66                     <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
67                     <h3 class="card-title">@pokemon.Nome</h3>
68                     <div class="d-flex justify-content-between align-items-center">
69                         <div class="btn-group">
70                             <@foreach (var tipo in pokemon.Tipo)>
71                                 <{>
72                                     <a href="#" class="btn my-2 text-white" style="background-color: #000">@tipo</a>
73                                 <}>
74                             </div>
75                         </div>
76                     </div>
77                 </div>
78             </div>
79         </div>
80         <!-- Card Pokemon - Fim -->
81     }
```

Pronto, agora cada **Card** irá exibir as informações do **pokemon** que está sendo trabalhado no **laço** do **foreach**. Como um **pokemon** pode ter um ou dois **tipos**, precisamos de outro **foreach** para criar os elementos que exibem os **tipos**.

File Edit Selection View ... ← → 🔍 pokedex.net.mvc ⚡ - ⚡ ×

237

master* ↻ ⚡ 0 ⚡ 0 ⚡ 0 ⚡ 0 🔍 ↻ Ln 73, Col 73 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor ⚡ Go Live ⚡

Pokedex > Views > Home > @ Index.cshtml

Vamos executar para conferir o resultado.

```
58
59     @foreach (var pokemon in Model)
60     {
61         <!-- Card Pokemon - Inicio -->
62         <div class="col">
63             <div class="card shadow-sm cursor-pointer @string.Join(' ', pokemon.Tipo)">
64                 
65                 <div class="card-body">
66                     <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
```

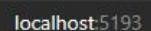
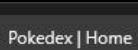
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

powershell - Pokedex

```
PS C:\Users\GalloJunior\Desktop\pokedex.net.mvc\Pokedex> dotnet watch run
```

master* ↻ ⚡ 0 ⚡ 0 ⚡ 0

Ln 75, Col 39 Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor Go Live



localhost:5193



Pokédex

[Ver Todos](#) [Aço](#) [Água](#) [Dragão](#) [Elétrico](#) [Fada](#) [Fantasma](#) [Fogo](#) [Gelo](#) [Inseto](#) [Lutador](#) [Normal](#) [Pedra](#) [Planta](#) [Psíquico](#) [Sombrio](#) [Terrestre](#) [Venenoso](#) [Voador](#)



Nº 001

Bulbasaur

Planta Venenosa



Nº 00

Ivysau

Planta Venenos



Nº 003

Venusaur

Planta Venenosa

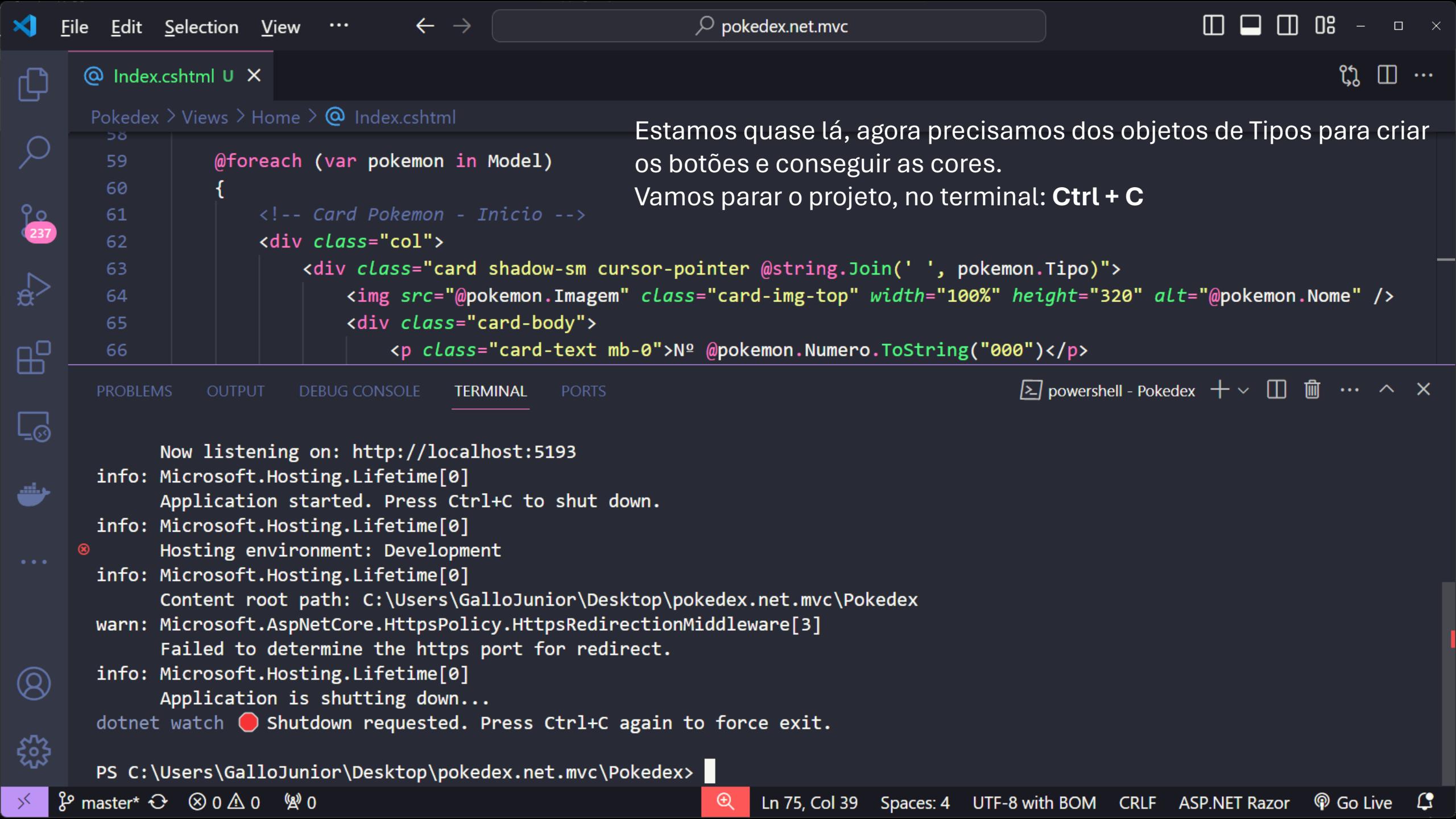


Nº 004

Charmander

Fogo





Etapa 4. Lendo os Tipos do JSON

Temos nossas classes, **Pokemon** e **Tipo**, que representam as informações que estão dentro dos arquivos **JSON** que copiamos para a pasta **Data**.

Agora é ler esses arquivos e transformar seus dados em objetos, para podermos manipula-los.

The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Editor:** C# HomeController.cs (active tab)
- Code:**

```
public IActionResult Index()
{
    List<Pokemon> pokemons = [];
    using (StreamReader leitor = new("Data\\pokemons.json"))
    {
        string dados = leitor.ReadToEnd();
        pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
    }
    return View(pokemons);
}

public IActionResult Privacy()
{
    return View();
}

[ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]
public IActionResult Error()
{
    return View(new ErrorViewModel { RequestId = Activity.Current?.Id ?? HttpContext.TraceIdentifier });
}
```
- Explorer:** POKEDEX.NET.MVC (selected), showing project structure and files like HomeController.cs, Index.cshtml, Privacy.cshtml, etc.
- Status Bar:** master*, 0, 0, 0, 0, Ln 1, Col 1, Spaces: 4, UTF-8, CRLF, C#, Go Live

A red arrow points to the "File" icon in the Explorer sidebar. A callout bubble on the right side of the screen says: "Volte ao **HomeController**, vamos aumentar o código da **Index**.

File Edit Selection View ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- bin
- Controllers
- HomeController.cs (U)
- Data
- Models
- obj
- Properties
- Views
- Home
 - @ Index.cshtml (U)
 - @ Privacy.cshtml (U)
- Shared
 - @ _ViewImports.cshtml (U)
 - @ _ViewStart.cshtml (U)
- wwwroot
- appsettings.Development.json
- appsettings.json
- Pokedex.csproj (U)

... OUTLINE TIMELINE

... @ Index.cshtml U C# HomeController.cs U X

Pokedex > Controllers > HomeController.cs > HomeController > Index

0 references

```
public IActionResult Index()
{
    List<Pokemon> pokemons = [];
    using (StreamReader leitor = new("Data\\pokemons.json"))
    {
        string dados = leitor.ReadToEnd();
        pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
    }
    List<Tipo> tipos = [];
    using (StreamReader leitor = new("Data\\tipos.json"))
    {
        string dados = leitor.ReadToEnd();
        tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
    }
    ViewData["Tipos"] = tipos;
    return View(pokemons);
}
```

0 references

```
public IActionResult Privacy()
{
    return View();
}
```

Adicione as linhas entre 25 e 31, para enviar por **ViewData** os tipos do arquivo **JSON**

Ln 32, Col 31 Spaces: 4 UTF-8 CRLF C# Go Live



File Edit Selection View ...

← →

 pokedex.net.mvc

四 五 六 七 - □ ×



@ Index.cshtml U X

Pokedex > Views > Home > @ Index.cshtml

Volte ao arquivo **Views\Home\Index.cshtml**
E vamos adicionar mais código, conforme o próximo slide



2

master* ↵



Ln 3. Col 32

Spaces: 4

UTF-8 with BOM

CRLF ASP.NET Razor

 Go Live



Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5  }

6
7  <section class="pt-5 pb-3 text-center container">
8      <div class="row">
9          <div class="col mx-auto">
10             <h1>Pokédex</h1>
11             <div class="group">
12                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary btn-filter">Ver
13                     Todos</button>
14                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
15                     style="background-color: #aab">Aço</button>
16                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
17                     style="background-color: #39f">Água</button>
18                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
19                     style="background-color: #76e">Dragão</button>
20                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
21                     style="background-color: #fc3">Elétrico</button>
22                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
23                     style="background-color: #e9e">Fada</button>
24                 <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
```

Adicione a linha 4, que irá criar uma variável **tipos**, contendo a Lista de Tipos enviada do controller através da **ViewData["Tipos"]**.

Expanda o código da **linha 7** (clique na setinha para abrir o código) pois vamos mostrar os tipos de forma dinâmica.

File Edit Selection View ... ← → 🔍 pokedex.net.mvc ⚡

Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5  }

6
7  <section class="pt-5 pb-3 text-center container">
8      <div class="row">
9          <div class="col mx-auto">
10             <h1>Pokédex</h1>
11             <div class="group">
12                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary btn-filter">Ver
13                     Todos</button>
14                 <button id="btn-aço" class="btn btn-sm my-2 text-white bg-primary btn-filter"
15                     style="background-color: #aab">Aço</button>
16
17             </div>
18         </div>
19     </div>
20 </section>
21
22 <div class="album py-5 bg-light">
23     <div class="container">
24
```

Apague as linhas de 16 a 49, para remover os botões dos tipos, pois vamos criar de forma dinâmica.
Deixe seu código como esta imagem.

A arrow points to line 16.

File Edit Selection View ... ← → 🔍 pokedex.net.mvc ⚡

Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5  }

6
7  <section class="pt-5 pb-3 text-center container">
8      <div class="row">
9          <div class="col mx-auto">
10             <h1>Pokédex</h1>
11             <div class="group">
12                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary btn-filter">Ver
13                     Todos</button>
14                 <button id="btn-aço" class="btn btn-sm my-2 text-white bg-primary btn-filter"
15                     style="background-color: #aab">Aço</button>
16
17             </div>
18         </div>
19     </div>
20 </section>
21
22 <div class="album py-5 bg-light">
23     <div class="container">
24
```

Apague as linhas de 16 a 49, para remover os botões dos tipos, pois vamos criar de forma dinâmica.
Deixe seu código como esta imagem.

A arrow points to line 16.

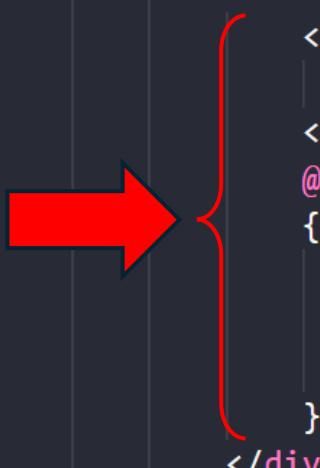


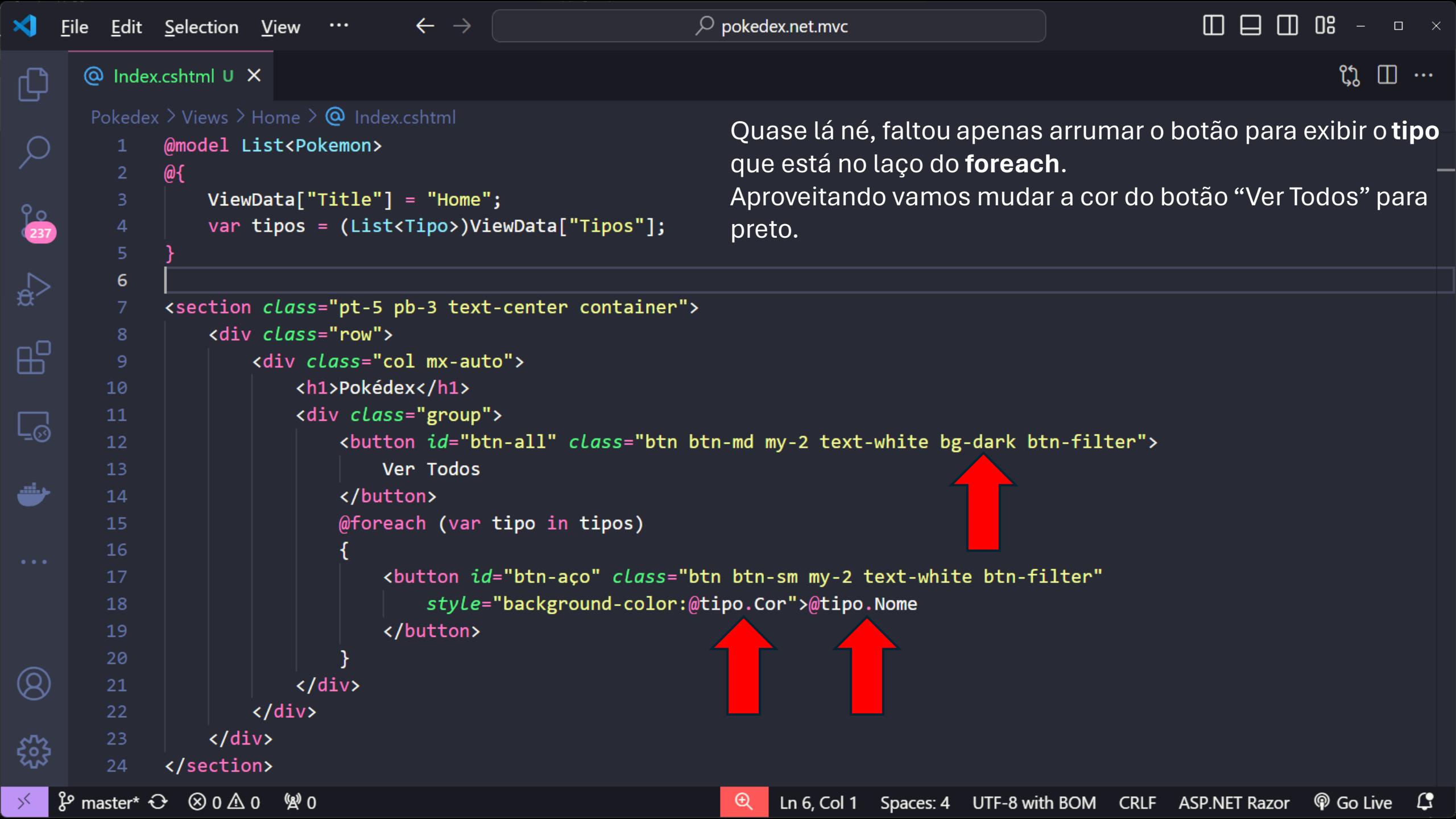
@ Index.cshtml U X

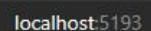
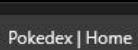
Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5  }
6
7  <section class="pt-5 pb-3 text-center container">
8      <div class="row">
9          <div class="col mx-auto">
10             <h1>Pokédex</h1>
11             <div class="group">
12                 <button id="btn-all" class="btn btn-md my-2 text-white bg-secondary btn-filter">
13                     Ver Todos
14                 </button>
15                 @foreach (var tipo in tipos)
16                 {
17                     <button id="btn-aço" class="btn btn-sm my-2 text-white btn-filter"
18                         style="background-color: #aab">Aço
19                     </button>
20                 }
21             </div>
22         </div>
23     </div>
24 </section>
```

Faça as alterações abaixo e execute seu projeto para verificar o resultado destas alterações.







localhost:5193



Pokédex

Ver Todos Aço Água Dragão Elétrico Fada Fantasma Fogo Gelo Inseto Lutador Normal Pedra Planta Psíquico Sombrio Terrestre Venenoso Voador



Nº 001

Bulbasaur

Planta Venenosa



Nº 00

Ivysau

Planta Venenos



Nº 003

Venusau

Planta Venenosa



Nº 004

Charmander

Fogo





@ Index.cshtml U X

Pokedex > Views > Home > @ Index.cshtml

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5  }
6
7  <section class="pt-5 pb-3 text-center container">
8      <div class="row">
9          <div class="col mx-auto">
10             <h1>Pokédex</h1>
11             <div class="group">
12                 <button id="btn-all" class="btn btn-md my-2 text-white bg-dark btn-filter">
13                     Ver Todos
14                 </button>
15                 @foreach (var tipo in tipos)
16                 {
17                     <button id="btn-ação" class="btn btn-sm my-2 text-white btn-filter"
18                         style="background-color:@tipo.Cor">@tipo.Nome
19                     </button>
20                 }
21             </div>
22         </div>
23     </div>
24 </section>
```

Ficou muito bom, né?

Mas ainda falta uma coisa, reparou?

Os botões dos tipos de cada Pokemon, continuam preto, só que só temos as cores na lista de tipos, e agora?

Vamos resolver isso criando uma função.

The screenshot shows the Visual Studio Code interface with the following details:

- File Bar:** File, Edit, Selection, View, ...
- Search Bar:** pokedex.net.mvc
- Toolbar:** Minimize, Maximize, Close, Help, More
- Sidebar:** Includes icons for File, Search, Find, Refresh, and Settings, with a notification count of 237.
- Code Editor:** The file @ Index.cshtml is open. The code defines a function `Cor` that filters a list of `Pokemon` by name and returns the first result. A red arrow points from the explanatory text below to the opening brace of the `Cor` function definition.
- Code Content:**

```
1  @model List<Pokemon>
2  @{
3      ViewData["Title"] = "Home";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5      string Cor(string nome)
6      {
7          return tipos
8              .Where(t => t.Nome == nome)
9              .Select(t => t.Cor)
10             .FirstOrDefault();
11     }
12 }
13
14 <section class="pt-5 pb-3 text-center container">
15     <div class="row">
16         <div class="col mx-auto">
17             <h1>Pokédex</h1>
18             <div class="group">
19                 <button id="btn-all" class="btn btn-md my-2 text-white bg-dark btn-filter">
20                     Ver Todos
21                 </button>
22                 @foreach (var tipo in tipos)
23                 {
24                     <button id="btn-ação" class="btn btn-sm my-2 text-white btn-filter">
```
- Status Bar:** master*, 0 0 1, 0 0, Ln 13, Col 1, Spaces: 4, UTF-8 with BOM, CRLF, ASP.NET Razor, Go Live

Criamos aqui uma função com o nome **Cor**, que recebe um parametro **string nome**, usando a biblioteca **Linq** conseguirmos fazer **pesquisas (Where)** e **selecionar** um apenas um campo (**Select**), retornando apenas o **primeiro** resultado da pesquisa que for encontrado (**FirstOrDefault**). Agora é colocar a função em uso.

A screenshot of the Visual Studio Code interface. The top bar shows the file path "Pokedex > Views > Home > @ Index.cshtml". The status bar at the bottom indicates "Ln 52, Col 78" and "Spaces: 4". A red arrow points from the left margin towards the code area, highlighting the start of the foreach loop. A red double-headed vertical arrow is positioned above the closing brace of the foreach loop, spanning from line 51 to line 52.

```
41     <div class="col">
42         <div class="card shadow-sm cursor-pointer @string.Join(' ', pokemon.Tipo)">
43             
45                 <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
46                 <h3 class="card-title">@pokemon.Nome</h3>
47                 <div class="d-flex justify-content-between align-items-center">
48                     <div class="btn-group">
49                         @foreach (var tipo in pokemon.Tipo)
50                         {
51                             <a href="#" class="btn my-2 text-white"
52                                 style="background-color:@Cor(tipo)">@tipo</a>
53                         }
54                     </div>
55                 </div>
56             </div>
57         </div>
58     </div>
59     <!-- Card Pokemon - Fim -->
60 }
61
62 <div id="zeroPokemon" class="col-lg-12 text-center" hidden>
63     <h1 class="my-3 text-danger">Nenhum Pokemon Encontrado</h1>
64 </div>
```

Pokédex | Home

localhost:5193

POKÉDEX

Pokédex

Ver Todos Aça Água Dragão Elétrico Fada Fantasma Fogo Gelo Inseto Lutador Normal Pedra Planta Psíquico Sombrio Terrestre Venenoso Voador

Nº 001
Bulbasaur
Planta Venenoso

Nº 002
Ivysaur
Planta Venenoso

Nº 003
Venusaur
Planta Venenoso

Nº 004
Charmander
Fogo

Flareon

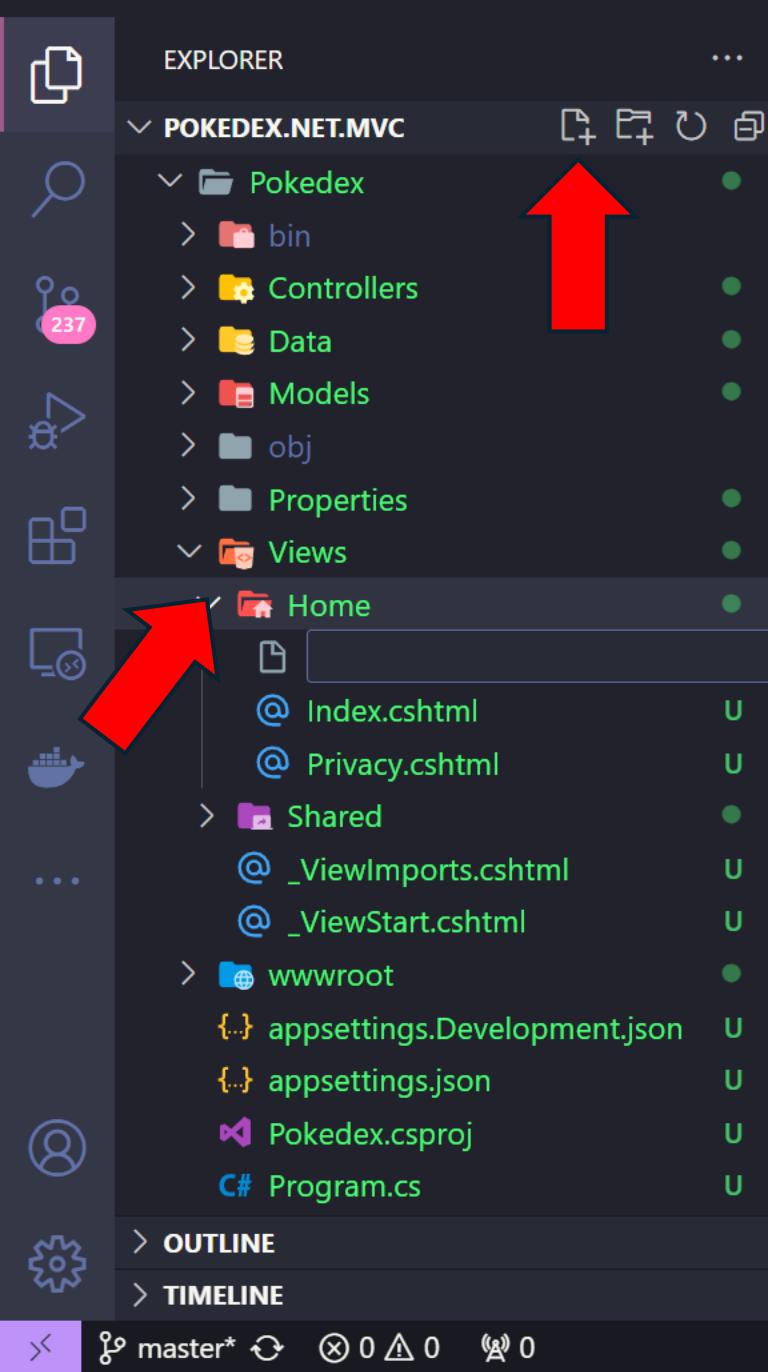
Dragonite

Squirtle

Wartortle

Criando a página de exibição completa de um Pokemon

Chegou a hora criar a página de detalhes e em seguida tornar seu conteúdo dinâmico.



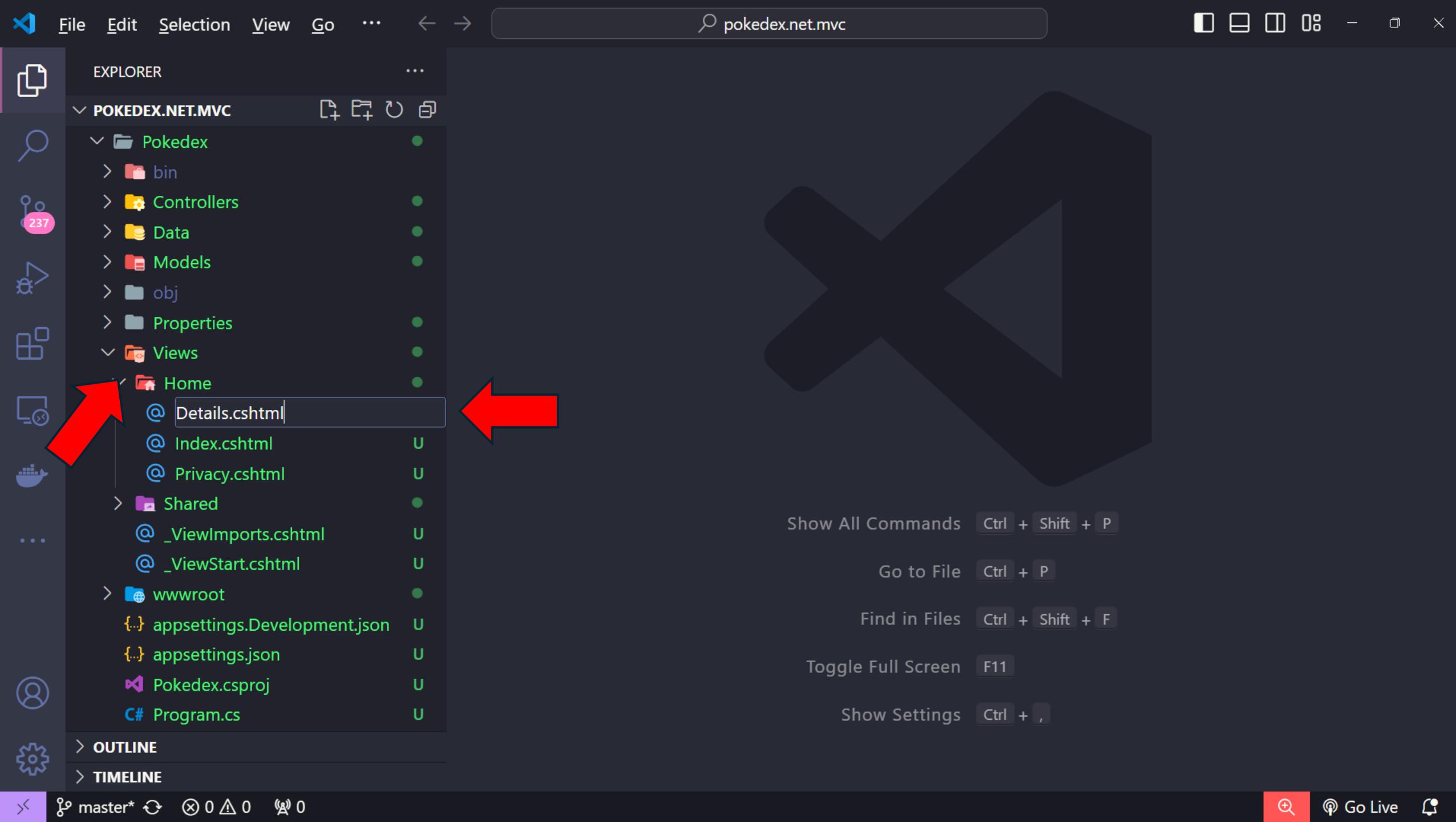
Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,



File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
 - bin
 - Controllers
 - Data
 - Models
 - obj
 - Properties
 - Views
 - Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - wwwroot
- appsettings.Development.json
- appsettings.json
- Pokedex.csproj
- Program.cs

1

Pokedex > Views > Home > @ Details.cshtml

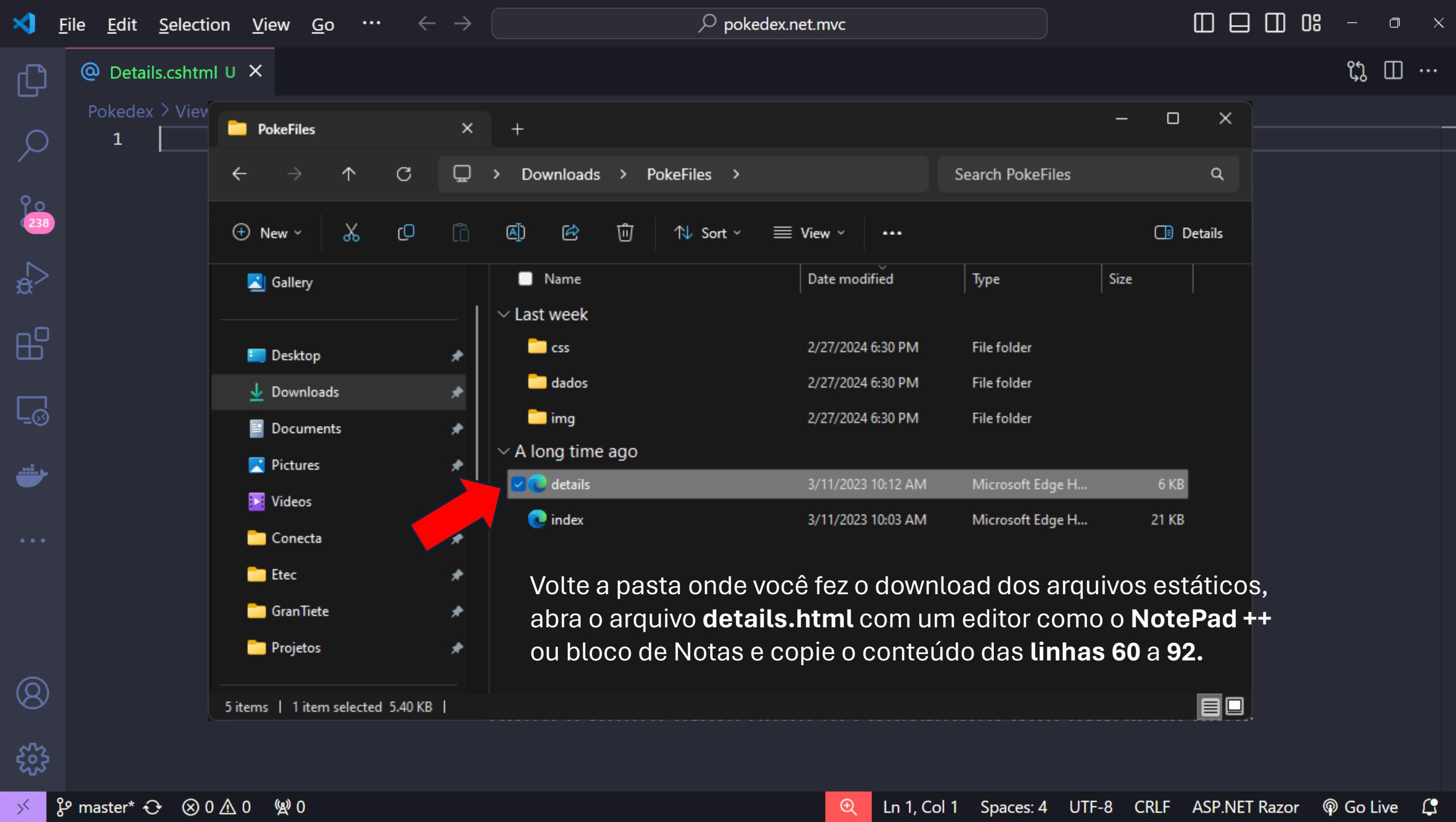
1

...

Vamos agora usar o arquivo html disponibilizado para criar o código da página Details.

master* 0 0 0 0

Ln 1, Col 1 Spaces: 4 UTF-8 CRLF ASP.NET Razor Go Live





@ Details.cshtml U X

Pokedex > Views > Home > @ Details.cshtml

```
1 <section class="pt-5 container">
2   <div class="row">
3     <div class="col text-center">
4       <a href="#" class="btn btn-lg btn-outline-dark">001 - Bulbasaur</a>
5     </div>
6     <div class="col text-center">
7       <h1 class="fs-1">Ivysaur <span class="fs-2 text-secondary">Nº 002</span></h1>
8     </div>
9     <div class="col text-center">
10      <a href="#" class="btn btn-lg btn-outline-dark">003 - Venusaur</a>
11    </div>
12  </div>
13
14  <div class="row mt-3">
15    <div class="col-lg-5 p-0">
16      
17    </div>
18    <div class="col-lg-7 fs-5 mt-4">
19      <p class="mb-3"><strong>Descrição:</strong> Há um broto nas costas desse Pokémon.
20        Para suportar seu peso, as pernas e o tronco de Ivysaur ficam grossos e fortes.
21        Se começar a passar mais tempo deitado sob a luz do sol,
22        é um sinal de que o broto florescerá em uma flor grande em breve.</p>
23      <p class="mb-3"><strong>Espécie:</strong> Seed</p>
24      <p class="mb-3"><strong>Altura:</strong> 1 mts</p>
25      <p class="mb-3"><strong>Peso:</strong> 13 kgs</p>
26      <hr class="fw-bold">Tipo<hr>
```

Cole o conteúdo no arquivo **Details.cshtml** que acabamos de criar.Para alinhar o código pressione: **SHIFT + ALT + F**

File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

□ □ □ 08 - □ ×

@ Details.cshtml U X

Pokedex > Views > Home > @ Details.cshtml

1 {
2 ViewData["Title"] = "Pokemon";
3 }
4
5 <section class="pt-5 container">
6 <div class="row">
7 <div class="col text-center">
8 001 - Bulbasaur
9 </div>
10 <div class="col text-center">
11 <h1 class="fs-1">Ivysaur Nº 002</h1>
12 </div>
13 <div class="col text-center">
14 003 - Venusaur
15 </div>
16 </div>
17
18 <div class="row mt-3">
19 <div class="col-lg-5 p-0">
20
21 </div>
22 <div class="col-lg-7 fs-5 mt-4">
23 <p class="mb-3">Descrição: Há um broto nas costas desse Pokémon.
24 Para suportar seu peso, as pernas e o tronco de Ivysaur ficam grossos e fortes.
25 Se começar a passar mais tempo deitado sob a luz do sol,
26 é um sinal de que o broto florescerá em uma flor grande em breve.</p>

Adicione ao começo do arquivo o código marcado ao lado

238

...

File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

□ □ □ 08 - □ ×

File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

□ □ □ 08 - □ ×

File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

□ □ □ 08 - □ ×

The screenshot shows the Visual Studio IDE interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, ...
- Search Bar:** pokedex.net.mvc
- Icons:** Explorer, Search, Refresh, Controller (highlighted with a red arrow), Properties, Task List, Shared, wwwroot, Settings, Outline, Timeline.
- Project Explorer (POKEDEX.NET.MVC):**
 - Pokedex
 - bin
 - Controllers (highlighted with a red arrow)
 - Data
 - Models
 - obj
 - Properties
 - Views
 - Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - wwwroot
 - {...} appsettings.Development.json
 - {...} appsettings.json
 - Pokedex.csproj
- Code Editor (HomeController.cs):**

```
C# HomeController.cs U X
Pokedex > Controllers > C# HomeController.cs > HomeController
0 references
17     public IActionResult Index()
18 {
19     List<Pokemon> pokemons = [];
20     using (StreamReader leitor = new("Data\\pokemons.json"))
21     {
22         string dados = leitor.ReadToEnd();
23         pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
24     }
25     List<Tipo> tipos = [];
26     using (StreamReader leitor = new("Data\\tipos.json"))
27     {
28         string dados = leitor.ReadToEnd();
29         tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
30     }
31     ViewData["Tipos"] = tipos;
32     return View(pokemons);
33 }
34
35
36
37
38
39
40 
```
- Bottom Status Bar:** master* 0 0 △ 0 ⚡ 0 Ln 35, Col 5 Spaces: 4 UTF-8 CRLF C# Go Live

A red arrow points to the "Controller" icon in the Project Explorer. Another red arrow points to the "wwwroot" folder in the Project Explorer. A text annotation on the right side of the code editor says: "Vamos ao HomeController criar a Action para exibir a página de Details".

The screenshot shows the Visual Studio IDE interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, ...
- Search Bar:** pokedex.net.mvc
- Explorer:** Shows the project structure under POKEDEX.NET.MVC:
 - Pokedex
 - bin
 - Controllers (selected)
 - Data
 - Models
 - obj
 - Properties
 - Views
 - Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - wwwroot
 - appsettings.Development.json
 - appsettings.json
 - Pokedex.csproj
- Code Editor:** C# HomeController.cs (U)

```
26     using (StreamReader leitor = new("Data\\tipos.json"))
27     {
28         string dados = leitor.ReadToEnd();
29         tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
30     }
31     ViewData["Tipos"] = tipos;
32     return View(pokemons);
33 }
34
35 public IActionResult Details(int id)
36 {
37     return View();
38 }
39
40 public IActionResult Privacy()
41 {
42     return View();
43 }
44
45 [ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]
46 public IActionResult Error()
47 {
48     return View(new ErrorViewModel { RequestId = Activity.Current?.Id ?? HttpContext
49 }
```
- Status Bar:** master* 0 0 △ 0 0 0
- Bottom Icons:** +, Ln 51, Col 1, Spaces: 4, UTF-8, CRLF, C#, Go Live, Bell

A red arrow points from the status bar icon to the Explorer icon in the left sidebar. A red arrow also points from the selected file in the Explorer to the code editor.

Por enquanto uma chamada simples, apenas para exibir a página estática.

File Edit Selection View Go ... ← → 🔍 pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- bin
- Controllers HomeController.cs (238)
- Data
- Models
- obj
- Properties
- Views
- Home
- Details.cshtml
- Index.cshtml (selected)
- Privacy.cshtml
- Shared
- _ViewImports.cshtml
- _ViewStart.cshtml
- wwwroot
- appsettings.Development.json
- appsettings.json
- Pokedex.csproj

... OUTLINE TIMELINE

HomeController.cs

Index.cshtml

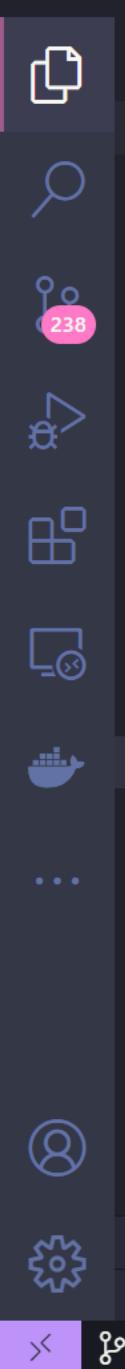
```
38     foreach (var pokemon in Model)
39
40     
41     <div class="col" onclick="window.location = '/Home/Details/@pokemon.Numero'">
42         <div class="card shadow-sm cursor-pointer @string.Join(' ', pokemon.Tipo)">
43             
44             <div class="card-body">
45                 <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
46                 <h3 class="card-title">@pokemon.Nome</h3>
47                 <div class="d-flex justify-content-between align-items-center">
48                     <div class="btn-group">
49                         @foreach (var tipo in pokemon.Tipo)
50                         {
51                             <a href="#" class="btn my-2 text-white" style="background-color:@Cor(tipo)">@tipo</a>
52                         }
53                     </div>
54                 </div>
55             </div>
56         </div>
57     </div>
58     </div>
59     <!-- Card Pokemon - Fim --&gt;
60
61
62     &lt;div id="zeroPokemon" class="col-lg-12 text-center" hidden&gt;</pre>

Ln 41, Col 93 (59 selected) Spaces: 4 UTF-8 with BOM CRLF ASP.NET Razor Go Live



Na linha 41, que contém a div com o card do Pokemon em exibição, vamos usar um javascript simples para redirecionar o usuário para a página de detalhes.


```



EXPLORER

POKEDEX.NET.MVC

- ✓ Pokedex
 - > bin
 - ✓ Controllers
 - C# HomeController.cs
 - > Data
 - > Models
 - > obj
 - > Properties
 - ✓ Views
 - ✓ Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - > Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - > wwwroot
- {...} appsettings.Development.json
- {...} appsettings.json
- ✓ Pokedex.csproj

@ Details.cshtml U

C# HomeController.cs U

@ Index.cshtml U X

Pokedex > Views > Home > @ Index.cshtml

```
● 38     foreach (var pokemon in Model)
39
40     <!-- Card Pokemon - Inicio -->
41     <div class="col" onclick="window.location = '/Home/Details/@pokemon.Numero'">
42         <div class="card shadow-sm cursor-pointer @string.Join(' ', pokemon.Tipo)">
43             
44             <div class="card-body">
45                 <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
46                 <h3 class="card-title">@pokemon.Nome</h3>
47                 <div class="d-flex justify-content-between align-items-center">
```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

powershell - Pokedex

+

▼

...

^

X

PS D:\Etec\2024\Material\pokedex.net.mvc\Pokedex> dotnet watch run

Salve todos os arquivos e execute, clique em qualquer pokémon para ver que será exibida a página de detalhes estática com os dados do **Ivysaur**.



POKÉDEX



Pokédex

Ver Todos Aço Água Dragão Elétrico Fada Fantasma Fogo Gelo Inseto Lutador Normal Pedra Planta Psíquico Sombrio Terrestre Venenosos Voador



Nº 001

Bulbasaur

Planta Venenosos



Nº 002

Ivysaur

Planta Venenosos



Nº 003

Venusaur

Planta Venenosos

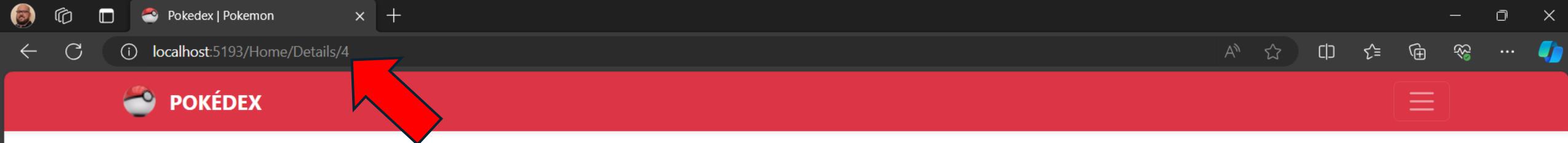


Nº 004

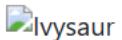
Charmander

Fogo





001 - Bulbasaur



Repare que apesar dos dados ainda serem estáticos na rota da página podemos ver o número do pokémon clicado, isso porque quando criamos na **Action** no **HomeController**, colocamos como parametro um valor *int id* e na página Index, nosso link '**/Home/Details/@pokemon.Numero**', está enviando o número do pokémon clicado para o **Controller**.

Ivysaur Nº 002

003 - Venusaur

Descrição: Há um broto nas costas desse Pokémon. Para suportar seu peso, as pernas e o tronco de Ivysaur ficam grossos e fortes. Se começar a passar mais tempo deitado sob a luz do sol, é um sinal de que o broto florescerá em uma flor grande em breve.

Espécie: Seed

Altura: 1 mts

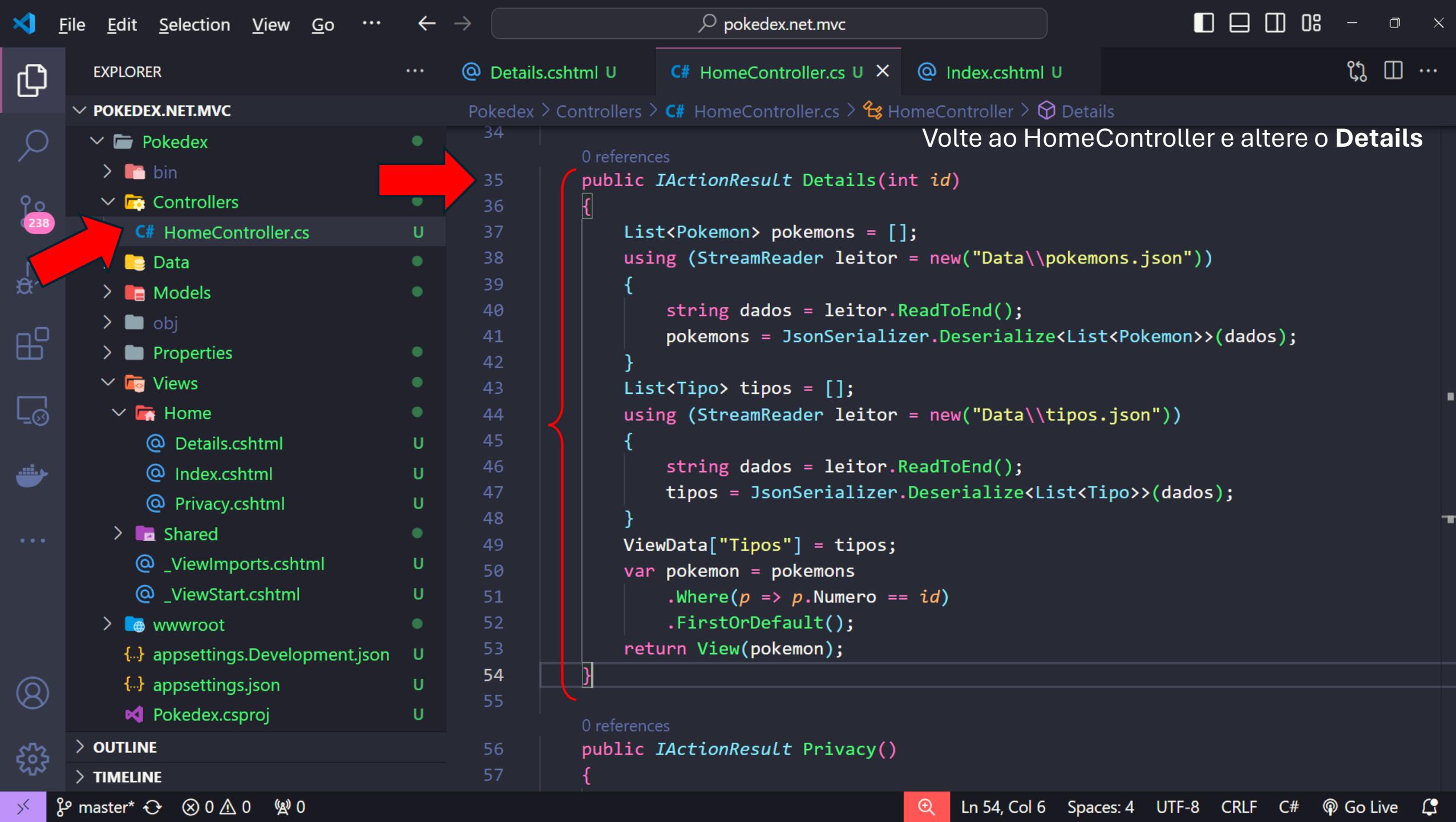
Peso: 13 kgs

Tipo

Planta

Venenoso





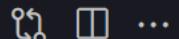
A screenshot of the Visual Studio Code interface. The title bar shows the project name "POKEDEX.NET.MVC" and the file path "Pokedex > Views > Home > @ Details.cshtml". The Explorer sidebar on the left lists the project structure, including "POKEDEX.NET.MVC", "Pokedex", "Controllers", "HomeController.cs", "Data", "Models", "obj", "Properties", "Views", "Home", "Details.cshtml", "Index.cshtml", "Privacy.cshtml", "Shared", "ViewImports.cshtml", "ViewStart.cshtml", "wwwroot", "appsettings.Development.json", "appsettings.json", and "Pokedex.csproj". A red arrow points from the "Details.cshtml" entry in the Explorer to the code editor. The code editor displays the "Details.cshtml" file with C# Razor syntax. A red curly brace highlights the first 12 lines of the file, which define a model and a query to find a specific Pokemon by name. To the right of the code, there is a note in Portuguese: "Hora de arrumar o código da Details. Faça as alterações ao lado." (Time to fix the code in Details. Make changes on the side.)

```
1 @model Pokemon
2 @{
3     ViewData["Title"] = "Pokemon";
4     var tipos = (List<Tipo>)ViewData["Tipos"];
5     string Cor(string nome)
6     {
7         return tipos
8             .Where(t => t.Nome == nome)
9             .Select(t => t.Cor)
10            .FirstOrDefault();
11    }
12 }

14 <section class="pt-5 container">
15     <div class="row">
16         <div class="col text-center">
17             <a href="#" class="btn btn-lg btn-outline-dark">001 - Bulbasaur</a>
18         </div>
19         <div class="col text-center">
20             <h1 class="fs-1">Ivysaur <span class="fs-2 text-secondary">Nº 002</span></h1>
21         </div>
22         <div class="col text-center">
23             <a href="#" class="btn btn-lg btn-outline-dark">003 - Venusaur</a>
24         </div>
25     </div>
```



@ Details.cshtml 1, U ●



Pokedex > Views > Home > @ Details.cshtml

```
1  @model Pokemon
2  @{
3      ViewData["Title"] = "Pokemon";
4      var tipos = (List<Tipo>)ViewData["Tipos"];
5      string Cor(string nome)
6  {
7      return tipos
8          .Where(t => t.Nome == nome)
9          .Select(t => t.Cor)
10         .FirstOrDefault();
11 }
12 }
```

```
13
14 <section class="pt-5 container">
15     <div class="row">
16         @* <div class="col text-center">
17             <a href="#" class="btn btn-lg btn-outline-dark">001 - Bulbasaur</a>
18         </div> *@
19         <div class="col text-center">
20             <h1 class="fs-1">@Model.Nome <span class="fs-2 text-secondary">Nº @Model.Numero.ToString("000")</span></h1>
21         </div>
22         @* <div class="col text-center">
23             <a href="#" class="btn btn-lg btn-outline-dark">003 - Venusaur</a>
24         </div> *@
25     </div>
```

Comente os códigos dos botões de navegação, vamos alterar mais tarde.
E faça as alterações na linha 20



238



...



master*



0



1



0



Ln 13, Col 1

Spaces: 4

UTF-8 CRLF

ASP.NET Razor

Go Live





@ Details.cshtml U X

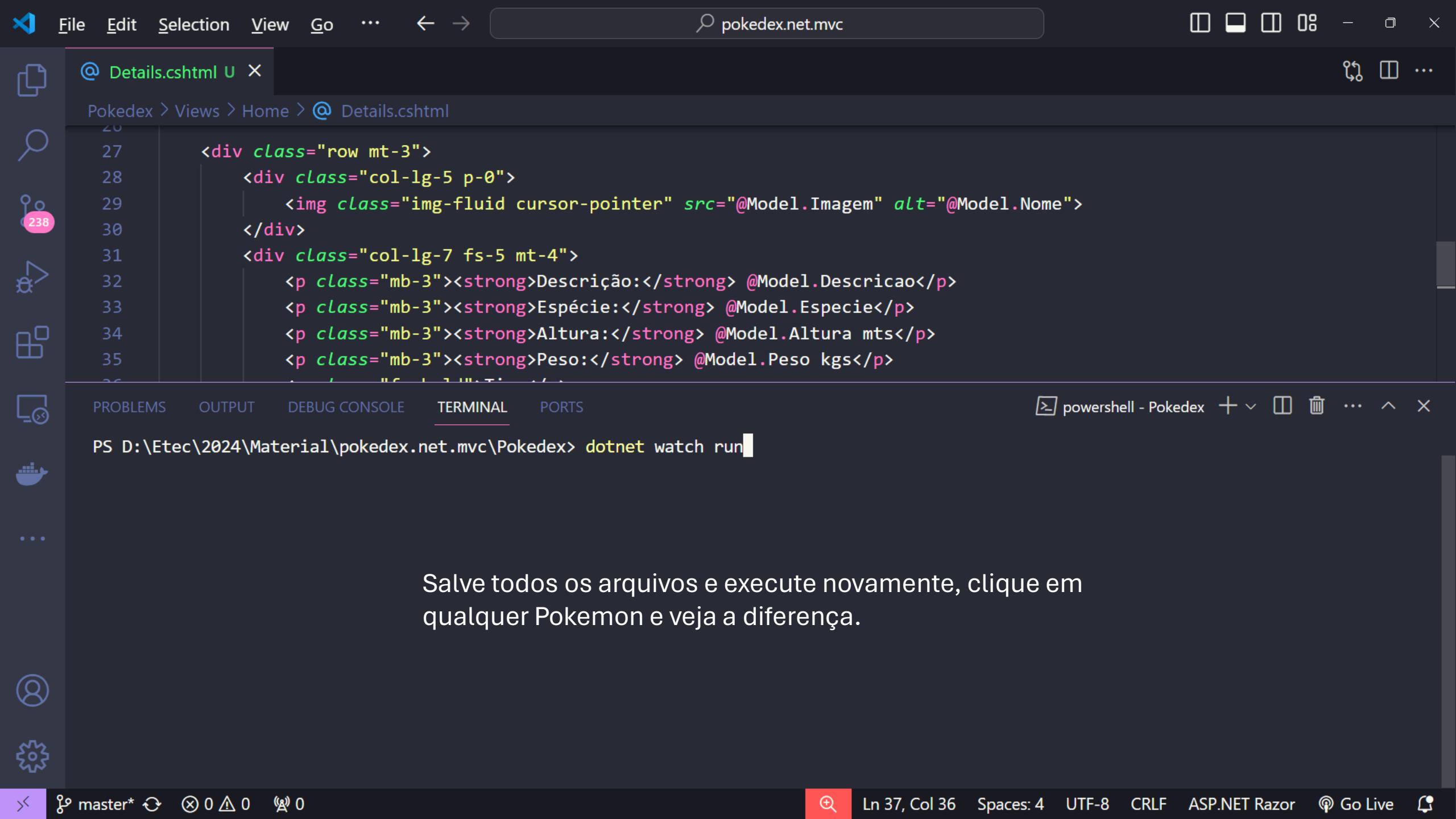
Pokedex > Views > Home > @ Details.cshtml



```
27      <div class="row mt-3">
28          <div class="col-lg-5 p-0">
29              
30          </div>
31          <div class="col-lg-7 fs-5 mt-4">
32              <p class="mb-3"><strong>Descrição:</strong> @Model.Descricao</p>
33              <p class="mb-3"><strong>Espécie:</strong> @Model.Especie</p>
34              <p class="mb-3"><strong>Altura:</strong> @Model.Altura mts</p>
35              <p class="mb-3"><strong>Peso:</strong> @Model.Peso kgs</p>
36              <p class="fw-bold">Tipo</p>
37              <div class="btn-group">
38                  @foreach (var tipo in Model.Tipo)
39                  {
40                      <a href="#" class="btn btn-lg text-white" style="background-color:@Cor(tipo)">
41                          @tipo
42                      </a>
43                  }
44              </div>
45          </div>
46      </div>
47  </section>
48
```



Faça as alterações acima, para deixar sua página dinâmica.





Spearow

Normal **Voador**



Nº 025

Pikachu



Nº 026

Raichu



Venenosco



Nº 027

Sandshrew

Terrestre



Venenoso



Nº 028

Sandslash

Terrestre



Raichu № 026



Descrição: À medida que a eletricidade se acumula dentro de seu corpo, ela se torna mais agressiva. Uma teoria é que o acúmulo de eletricidade está realmente causando estresse.

Espécie: Mouse

Altura: 0.8 mts

Peso: 30 kgs

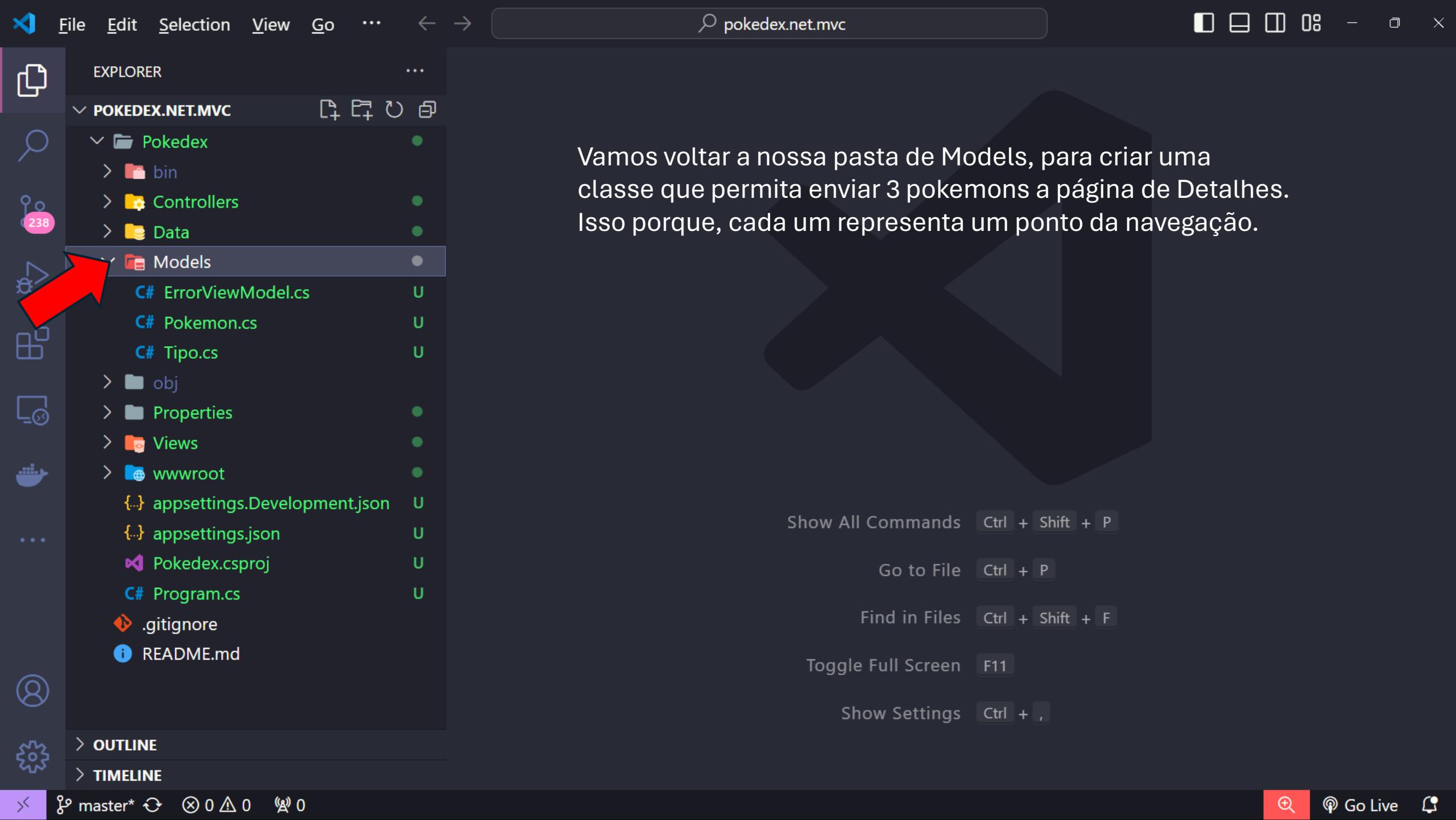
Tipo

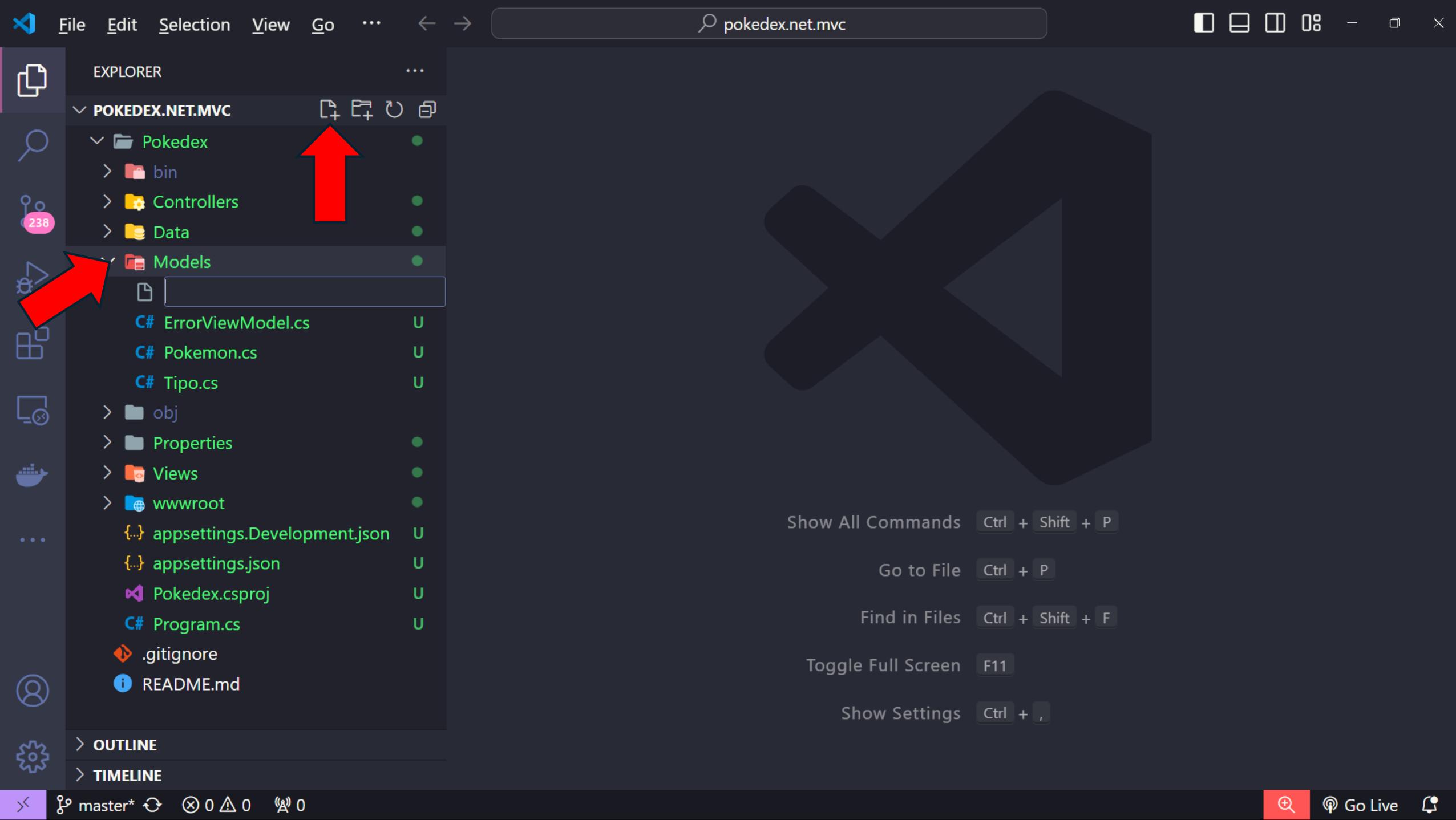
Elétrico

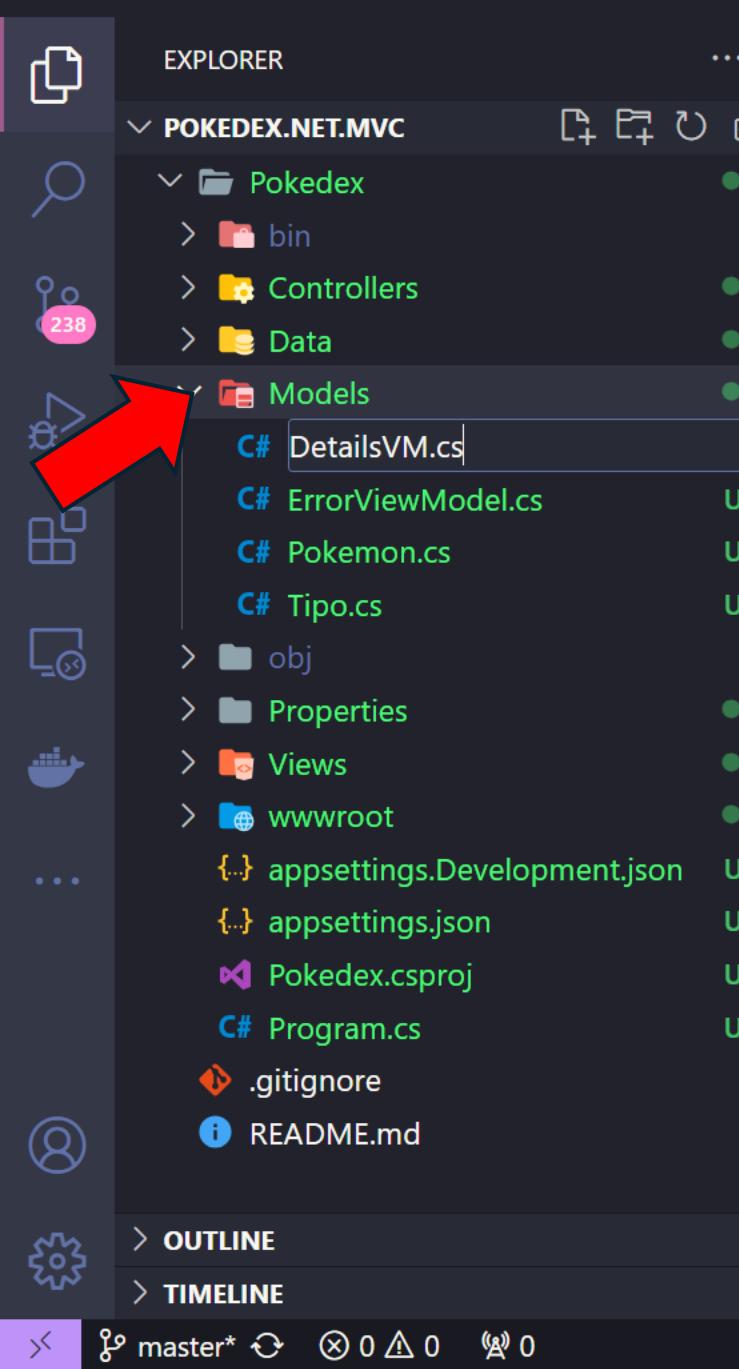
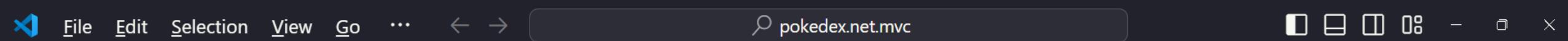


Adicionando Navegação a página de Detalhes

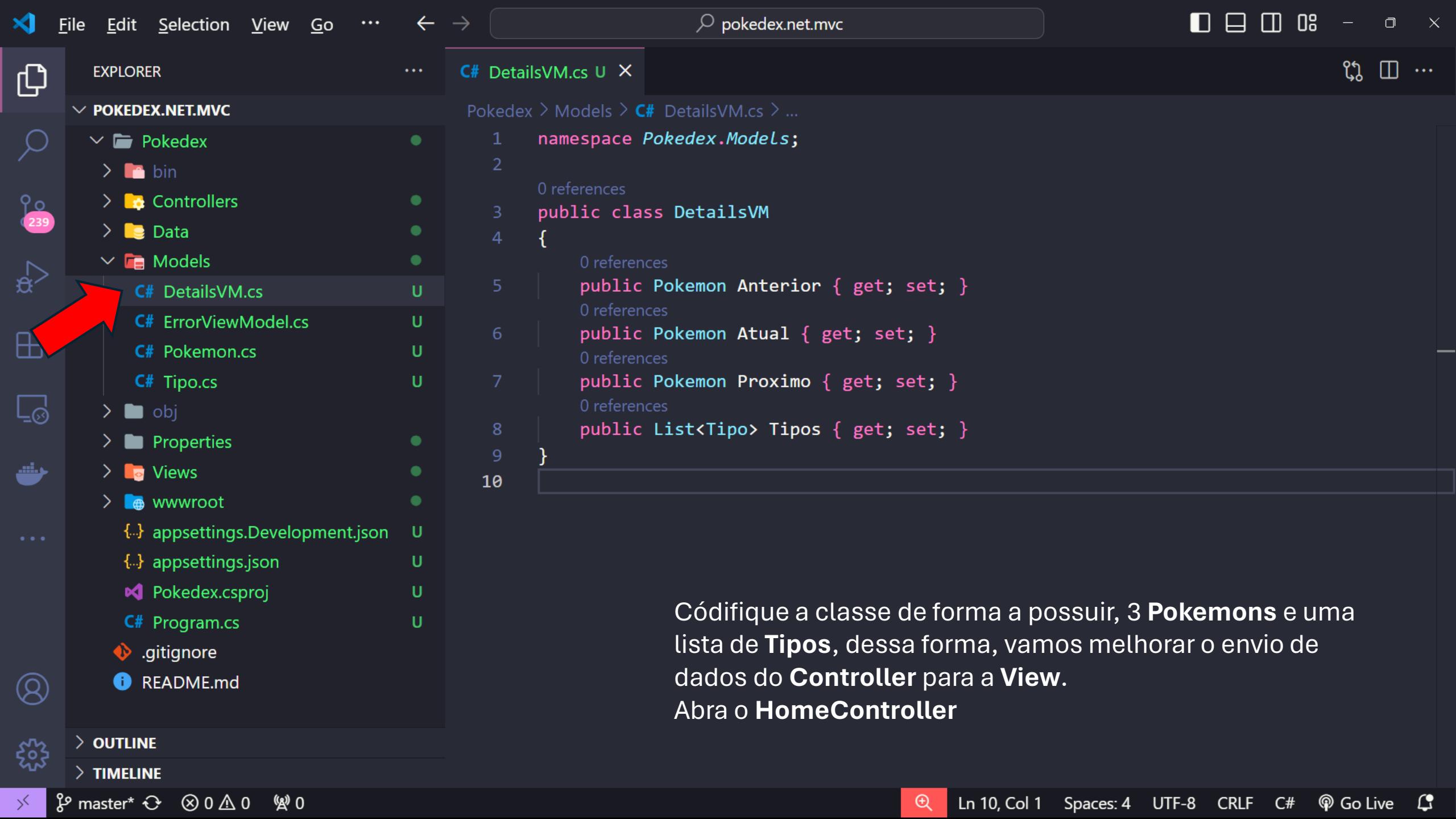
Vamos agora adicionar a página de detalhes os botões de navegação para o pokémon anterior e o próximo ao que estiver sendo exibido.











The screenshot shows the Visual Studio IDE interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, ...
- Search Bar:** pokedex.net.mvc
- Explorer:** Shows the project structure under POKEDEX.NET.MVC, including Pokedex, Controllers (HomeController.cs selected), Data, Models, obj, Properties, Views, and wwwroot. A red arrow points to the HomeController.cs file in the Controllers folder, which has 239 changes.
- Code Editor:** C# HomeController.cs U X
- Code Content:** The code for the Details action method is displayed, reading from JSON files (pokemons.json and tipos.json) and returning a View(pokemon). A yellow lightbulb icon is shown at line 52.
- Task List:** Altere o código das linhas 49 a 53, conforme o próximo slide.
- Page-Footer:** master*, 0 △ 0 ⌂ 0, Ln 52, Col 31, Spaces: 4, UTF-8, CRLF, C#, Go Live

```
C# HomeController.cs U X
Pokedex > Controllers > C# HomeController.cs > HomeController > Details
0 references
public IActionResult Details(int id)
{
    List<Pokemon> pokemons = [];
    using (StreamReader leitor = new("Data\\pokemons.json"))
    {
        string dados = leitor.ReadToEnd();
        pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
    }
    List<Tipo> tipos = [];
    using (StreamReader leitor = new("Data\\tipos.json"))
    {
        string dados = leitor.ReadToEnd();
        tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
    }
    ViewData["Tipos"] = tipos;
    var pokemon = pokemons
        .Where(p => p.Numero == id)
        .FirstOrDefault();
    return View(pokemon);
}

0 references
public IActionResult Privacy()
{
    return View();
}
```

Altere o código das linhas 49 a 53, conforme o próximo slide.

A screenshot of a Microsoft Visual Studio IDE window. The title bar shows the project name "pokedex.net.mvc". The left sidebar contains icons for file operations like Open, Save, Find, and Settings. The main editor area displays C# code for the "Details" action method in the "HomeController.cs" file. The code reads data from JSON files ("Data\\pokemons.json" and "Data\\tipos.json") and creates a "DetailsVM" object to return to the view. A red arrow points to the curly brace at the end of the "details" object definition, and a red curly brace groups the properties of the "details" object.

```
34
35     0 references
36     public IActionResult Details(int id)
37     {
38         List<Pokemon> pokemons = [];
39         using (StreamReader leitor = new("Data\\pokemons.json"))
40         {
41             string dados = leitor.ReadToEnd();
42             pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
43         }
44         List<Tipo> tipos = [];
45         using (StreamReader leitor = new("Data\\tipos.json"))
46         {
47             string dados = leitor.ReadToEnd();
48             tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
49         }
50         DetailsVM details = new() {
51             Tipos = tipos,
52             Atual = pokemons.FirstOrDefault(p => p.Numero == id),
53             Anterior = pokemons.OrderByDescending(p => p.Numero).FirstOrDefault(p => p.Numero < id),
54             Proximo = pokemons.OrderBy(p => p.Numero).FirstOrDefault(p => p.Numero > id),
55         };
56         return View(details);
57     }
```

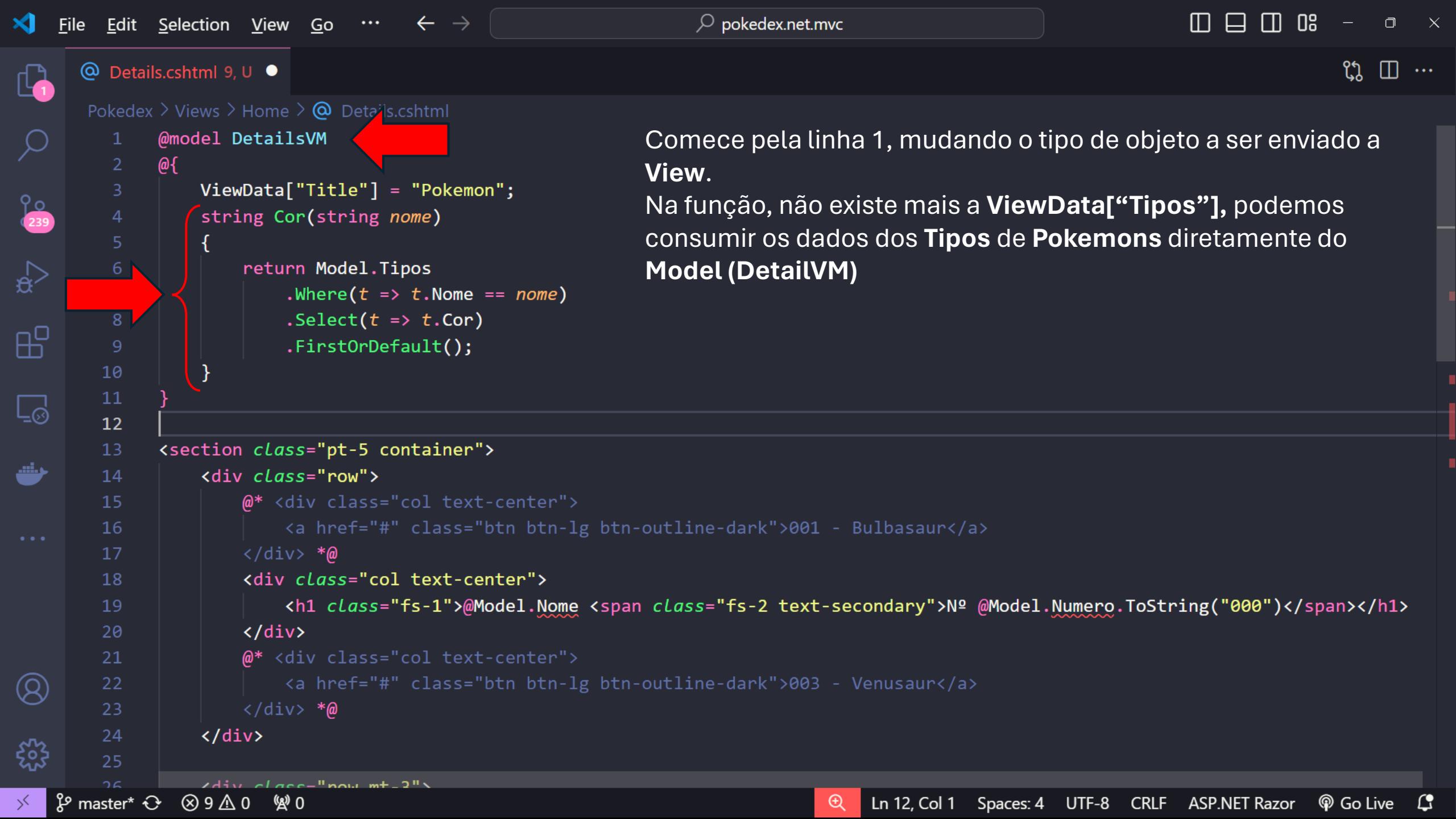
Aqui criamos um objeto do Tipo DetailsVM e preenchemos suas propriedades com os tipos lidos do arquivo tipos.json, o pokemon atual com o número do pokemon selecionado pelo usuário. O anterior e o próximo é pesquisado baseado na ordenação da lista de pokemons pelo número. Uma vez que nem todos os pokemons podem estar cadastrados.

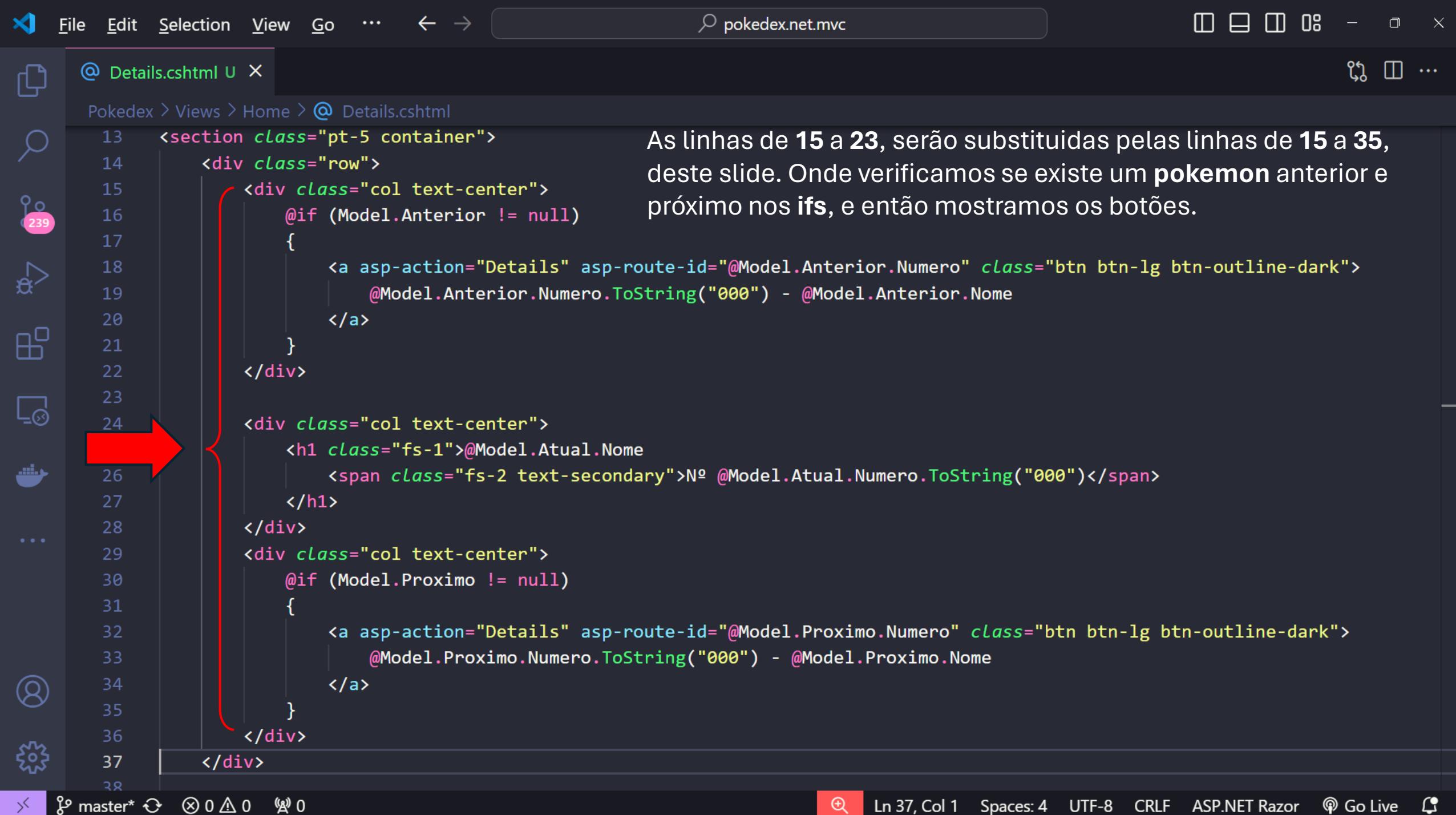
The screenshot shows the Visual Studio Code interface with the following details:

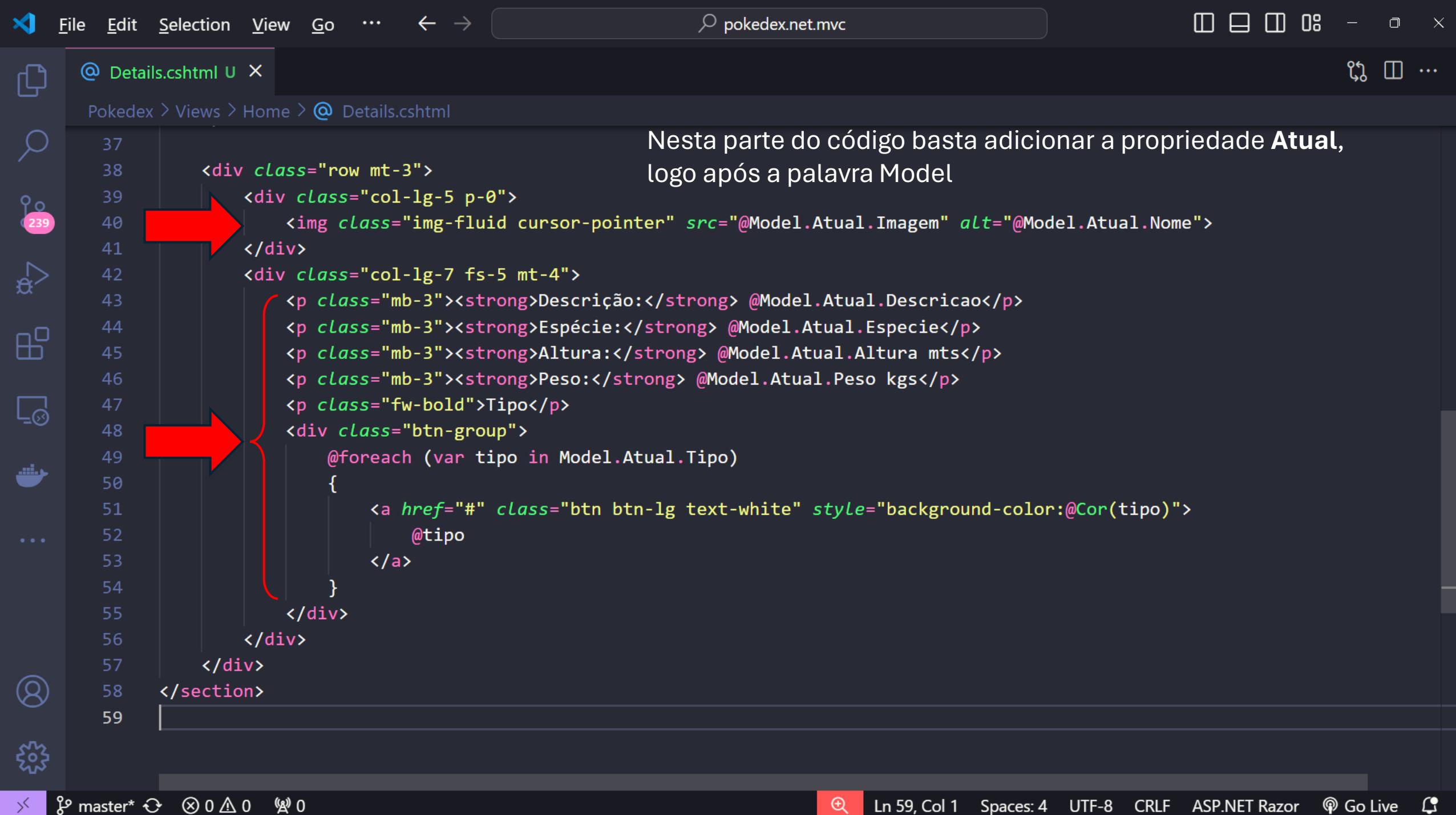
- File Bar:** File, Edit, Selection, View, Go, ...
- Search Bar:** pokedex.net.mvc
- Icons:** Explorer, Search, Problems (239), Find, Split, Timeline, Outline, Settings.
- Explorer Sidebar:** Shows the project structure under "POKEDEX.NET.MVC". A red arrow points to the "@ Details.cshtml" file in the "Views/Home" folder, which is currently selected.
- Editor Area:** Displays the code for "Details.cshtml". The code uses Razor syntax to query a "Pokemon" model and render a list of types. It includes sections for styling and displaying the pokemon's name and number.

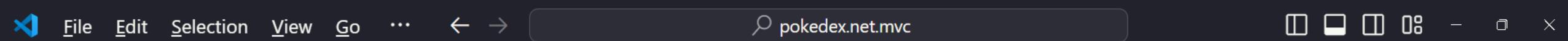
```
1 @model Pokemon
2 @{
3     ViewData["Title"] = "Pokemon";
4     var tipos = (List<Tipo>)ViewData["Tipos"];
5     string Cor(string nome)
6     {
7         return tipos
8             .Where(t => t.Nome == nome)
9             .Select(t => t.Cor)
10            .FirstOrDefault();
11    }
12 }
13
14 <section class="pt-5 container">
15     <div class="row">
16         <* <div class="col text-center">
17             <a href="#" class="btn btn-lg btn-outline-dark">001 - Bulbasaur</a>
18         </div> *@
19         <div class="col text-center">
20             <h1 class="fs-1">@Model.Nome <span class="fs-2 text-secondary">Nº @Model.Nu
21         </div>
22         <* <div class="col text-center">
23             <a href="#" class="btn btn-lg btn-outline-dark">003 - Venusaur</a>
24         </div> *@
25     </div>
26 
```

- Right Panel:** A text block in Portuguese: "Abra a View Details.cshtml e vamos as alterações." (Open the View Details.cshtml and let's make changes.)
- Bottom Status Bar:** master*, 0 △ 0 ⚡ 0, Ln 1, Col 1, Spaces: 4, UTF-8, CRLF, ASP.NET Razor, Go Live, Notifications.

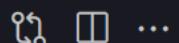








@ Details.cshtml U X



Pokedex > Views > Home > @ Details.cshtml

```
37
38     <div class="row mt-3">
39         <div class="col-lg-5 p-0">
40             
41         </div>
42         <div class="col-lg-7 fs-5 mt-4">
43             <p class="mb-3"><strong>Descrição:</strong> @Model.Atual.Descricao</p>
44             <p class="mb-3"><strong>Espécie:</strong> @Model.Atual.Especie</p>
45             <p class="mb-3"><strong>Altura:</strong> @Model.Atual.Altura mts</p>
46             <p class="mb-3"><strong>Peso:</strong> @Model.Atual.Peso kgs</p>
```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

powershell - Pokedex



```
PS D:\Etec\2024\Material\pokedex.net.mvc\Pokedex> dotnet watch run
```



master* ↻ ⚡ 0 ⚡ 0 ⚡ 0



Ln 54, Col 18

Spaces: 4

UTF-8

CRLF

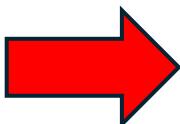
ASP.NET Razor

Go Live



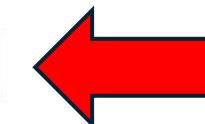


POKÉDEX



Bulbasaur Nº 001

002 - Ivysaur



Descrição: Bulbasaur pode ser visto cochilando sob luz solar intensa. Há uma semente em suas costas. Ao absorver os raios do sol, sua semente cresce progressivamente.

Espécie: Seed

Altura: 0.7 mts

Peso: 6.9 kgs

Tipo

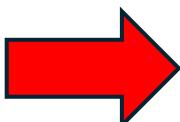
Planta

Venenoso





POKÉDEX

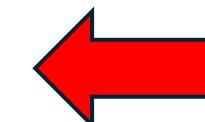


017 - Pidgeotto



Pidgeot Nº 018

019 - Rattata



Descrição: Este Pokémon tem uma plumagem deslumbrante de penas maravilhosamente brilhantes. Muitos treinadores são cativados pela impressionante beleza das penas em sua cabeça, obrigando-os a escolher Pidgeot como seu Pokémon.

Espécie: Bird

Altura: 1.5 mts

Peso: 39.5 kgs

Tipo

Normal

Voador



Pokédex | Pokemon

localhost:5193/Home/Details/36

POKÉDEX

035 - Clefairy



Clefable Nº 036

Descrição: Clefable usa suas asas para pular levemente, como se estivesse voando. Seu passo saltitante permite que ele ande sobre a água. Nas noites tranquilas e iluminadas pelo luar, passeia pelos lagos. Sua audição é tão aguda que pode ouvir um alfinete cair a mais de 800 metros de distância. Um tímido Pokémon de fada que raramente é visto, ele corre e se esconde a todo momento em que sente a presença de pessoas.

Espécie: Fairy

Altura: 1.3 mts

Peso: 40 kgs

Tipo

Fada

Pokédex - Versão Gallo

Projeto desenvolvido para as aulas Programação WEB II

↑

Refatorando Nosso Código

Em nosso controller, temos alguns código que estão sendo usados mais de uma vez, repetidos em mais de uma Action, dessa forma, vamos refatorar nosso código.

File Edit Selection View Go Run ... ← → pokedex.net.mvc

EXPLORER

POKEDEX.NET.MVC

- Pokedex
- > bin
- Controllers
 - C# HomeController.cs
- > Models
- > obj
- > Properties
- Views
 - Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - > Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
- > wwwroot
 - { appsettings.Development.json
 - { appsettings.json
 - Pokedex.csproj
 - C# Program.cs
 - .gitignore
 - README.md

OUTLINE

TIMELINE

C# HomeController.cs X

Pokedex > Controllers > C# HomeController.cs > HomeController > Details

```
18
19     List<Pokemon> pokemons = [];
20     using (StreamReader leitor = new("Data\\pokemons.json"))
21     {
22         string dados = leitor.ReadToEnd();
23         pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
24     }
25     List<Tipo> tipos = [];
26     using (StreamReader leitor = new("Data\\tipos.json"))
27     {
28         string dados = leitor.ReadToEnd();
29         tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
30     }
31     ViewData["Tipos"] = tipos;
32     return View(pokemons);
33 }
34
35 0 references
36 public IActionResult Details(int id)
37 {
38     List<Pokemon> pokemons = [];
39     using (StreamReader leitor = new("Data\\pokemons.json"))
40     {
41         string dados = leitor.ReadToEnd();
42         pokemons = JsonSerializer.Deserialize<List<Pokemon>>(dados);
43     }
44     List<Tipo> tipos = [];
45     using (StreamReader leitor = new("Data\\tipos.json"))
46     {
47         string dados = leitor.ReadToEnd();
48         tipos = JsonSerializer.Deserialize<List<Tipo>>(dados);
49     }
50 }
```

Ln 47, Col 67 Spaces: 4 UTF-8 CRLF C# Go Live

Temos o mesmo código nas duas Action, vamos criar funções privadas para resolver isso



EXPLORER

POKEDEX.NET.MVC

Pokedex

bin

Controllers

C# HomeController.cs

Data

Models

obj

Properties

Views

Home

@ Details.cshtml

@ Index.cshtml

@ Privacy.cshtml

> Shared

@ _ViewImports.cshtml

@ _ViewStart.cshtml

> wwwroot

{ appsettings.Development.json }

{ appsettings.json }

Pokedex.csproj

C# Program.cs

.gitignore

README.md



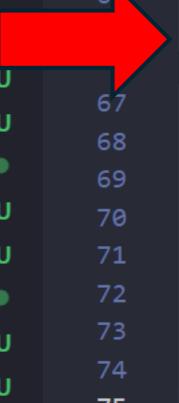
master* 0 0 0 0

C# HomeController.cs U X

Pokedex > Controllers > C# HomeController.cs > HomeController

```
55             return View(details);
56         }
57
58     private List<Pokemon> GetPokemons()
59     {
60         using (StreamReader leitor = new("Data\\pokemons.json"))
61         {
62             string dados = leitor.ReadToEnd();
63             return JsonSerializer.Deserialize<List<Pokemon>>(dados);
64         }
65     }
66
67     private List<Tipo> GetTipos()
68     {
69         using (StreamReader leitor = new("Data\\tipos.json"))
70         {
71             string dados = leitor.ReadToEnd();
72             return JsonSerializer.Deserialize<List<Tipo>>(dados);
73         }
74     }
75
76     public IActionResult Privacy()
77     {
78         return View();
79     }
80
81     [ResponseCache(Duration = 0, Location = ResponseCacheLocation.None, NoStore = true)]
82     public IActionResult Error()
83     {
```

Crie os métodos marcados logo abaixo do método **Details**.



The screenshot shows a Visual Studio interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, Run, ...
- Search Bar:** pokedex.net.mvc
- Explorer Sidebar:** Shows the project structure under POKEDEX.NET.MVC, including Pokedex, bin, Controllers (HomeController.cs), Data, Models, obj, Properties, Views (Home, Shared), wwwroot, appsettings.Development.json, appsettings.json, Pokedex.csproj, Program.cs, .gitignore, and README.md. A red arrow points to the HomeController.cs file in the Controllers folder.
- Code Editor:** C# HomeController.cs
- Code Content:** The code defines two methods: Index() and Details(int id). It also contains a private method GetPokemons(). The code uses LINQ queries to filter and sort lists of Pokemon based on their ID.

```
16
17     public IActionResult Index()
18     {
19         List<Pokemon> pokemons = GetPokemons();
20         List<Tipo> tipos = GetTipos();
21         ViewData["Tipos"] = tipos;
22         return View(pokemons);
23     }
24
25     public IActionResult Details(int id)
26     {
27         List<Pokemon> pokemons = GetPokemons();
28         List<Tipo> tipos = GetTipos();
29         DetailsVM details = new()
30         {
31             Tipos = tipos,
32             Atual = pokemons.FirstOrDefault(p => p.Numero == id),
33             Anterior = pokemons.OrderByDescending(p => p.Numero).FirstOrDefault(p => p.Numero < id),
34             Proximo = pokemons.OrderBy(p => p.Numero).FirstOrDefault(p => p.Numero > id),
35         };
36         return View(details);
37     }
38
39     private List<Pokemon> GetPokemons()
40     {
41         using (StreamReader leitor = new("Data\\pokemons.json"))
42         {
43             string dados = leitor.ReadToEnd();
44             return JsonSerializer.Deserialize<List<Pokemon>>(dados);
45         }
46     }

```

- Right Panel:** A text block in Portuguese: "Agora é só editar o código dos métodos Index e Details, para usar as funções criadas, e temos um código melhor e mais organizado."
- Bottom Status Bar:** Ln 37, Col 1, Spaces: 4, UTF-8, CRLF, C#, Go Live

Dando Vida aos Filtros

Vamos agora usar javascript para fazer os botões de tipos funcionarem como filtros de pesquisa.

A screenshot of the Visual Studio Code interface. The left sidebar shows the project structure under 'POKEDEX.NET.MVC'. A red arrow points from the 'wwwroot/js' folder to the 'site.js' file in the editor. The editor tab bar shows 'site.js'. The code editor displays the following JavaScript function:

```
function filter(type) {
    let cards, i;
    let count = 0;
    cards = document.getElementsByClassName("card");
    buttons = document.getElementsByClassName("btn-filter");
    for (i = 0; i < cards.length; i++) {
        cards[i].parentElement.style.display = 'none';
        if (cards[i].classList.contains(type) || type === "all") {
            cards[i].parentElement.style.display = 'block';
            count += 1;
        };
    };
    for (i = 0; i < buttons.length; i++) {
        if (buttons[i].id === `btn-${type}`) {
            buttons[i].classList.remove("btn-sm");
            buttons[i].classList.add("btn-md");
        }
        else {
            buttons[i].classList.remove("btn-md");
            buttons[i].classList.add("btn-sm");
        }
    };
    if (type === "all") {
        document.getElementById("btn-all").classList.remove("btn-sm");
        document.getElementById("btn-all").classList.add("btn-md");
    };
    if (count === 0)
        document.getElementById("zeroPokemon").classList.remove("d-none");
    else
        document.getElementById("zeroPokemon").classList.add("d-none");
}
```

The status bar at the bottom indicates the file is 31 lines long, 2 columns wide, with 4 spaces per line, using UTF-8 with BOM encoding, and is a JavaScript file.

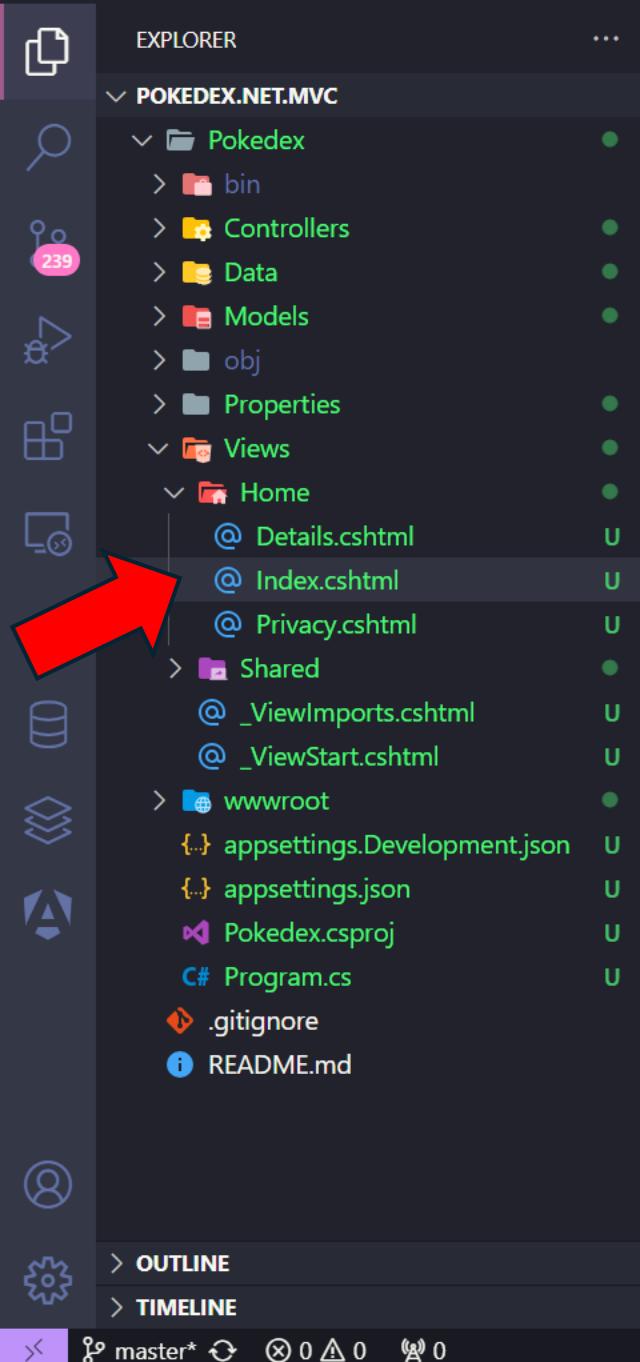
A red bracket on the right side of the code highlights the entire function body. To the right of the code, there is a text area with the following instructions:

Abrar o arquivo estático site.js e escreva a função ao lado.

The screenshot shows a Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, Go, Run, ...
- Search Bar:** pokedex.net.mvc
- Explorer:** Shows the project structure under POKEDEX.NET.MVC, including Pokedex, bin, Controllers, Data, Models, obj, Properties, Views, Home, Details.cshtml, Index.cshtml (selected), Privacy.cshtml, Shared, _ViewImports.cshtml, _ViewStart.cshtml, wwwroot, appsettings.Development.json, appsettings.json, Pokedex.csproj, Program.cs, .gitignore, and README.md.
- Code Editor:** The @ Index.cshtml file is open, displaying C# Razor code. A red arrow points to the 'Index.cshtml' entry in the Explorer sidebar.
- Editor Content:** The code includes a LINQ query to filter Pokémon by name and a section for filtering by type. A red bracket highlights the 'foreach' loop and the button for filtering by all types.
- Right Panel:** A note in Portuguese suggests modifying the Index.cshtml file to include a call to the 'filter' function defined in site.js.
- Bottom Status Bar:** master*, 0 0 0 : Scanning.., Ln 9, Col 32, Spaces: 4, UTF-8 with BOM, CRLF, ASP.NET Razor, Go Live, and a bell icon.

```
8     .Where(t => t.Nome == nome)
9     .Select(t => t.Cor)
10    .FirstOrDefault();
11 }
12 }
13
14 <section class="pt-5 pb-3 text-center container">
15   <div class="row">
16     <div class="col mx-auto">
17       <h1>Pokédex</h1>
18       <div class="group">
19         <button id="btn-all" class="btn btn-md my-2 text-white bg-dark btn-filter"
20             onclick="filter('all')">
21             Ver Todos
22           </button>
23           @foreach (var tipo in tipos)
24           {
25             <button id="btn-@tipo.Nome" class="btn btn-sm my-2 text-white btn-filter"
26                 style="background-color:@tipo.Cor" onclick="filter('@tipo.Nome')">
27                 @tipo.Nome
28               </button>
29           }
30         </div>
31       </div>
32     </div>
33   </section>
34
35   <div class="album py-5 bg-light">
36     <div class="container">
37
38       <div class="row row-cols-1 row-cols-sm-2 row-cols-md-3 row-cols-lg-4 g-3">
```



Pokedex > Views > Home > @ Index.cshtml

```
45 
47     <p class="card-text mb-0">Nº @pokemon.Numero.ToString("000")</p>
48     <h3 class="card-title">@pokemon.Nome</h3>
49     <div class="d-flex justify-content-between align-items-center">
50         <div class="btn-group">
51             @foreach (var tipo in pokemon.Tipo)
52             {
53                 <a href="#" class="btn my-2 text-white" style="background-color:@Cor(tipo)" onclick="filter('@tipo')">@tipo</a>
54             }
55         </div>
56     </div>
57     </div>
58     </div>
59     </div>
60     <!-- Card Pokemon - Fim -->
61 }
62
63
64
65 <div id="zeroPokemon" class="col-lg-12 text-center d-none">
66     <h1 class="my-3 text-danger">Nenhum Pokemon Encontrado</h1>
67 </div>
68 </div>
69
70 </div>
71 </div>
```

Altere o código do botão de tipo do Pokemon, para incluir o filtro.

Na linha 65:

- acrescente a classe **d-none**
- remova o atributo **hidden**



EXPLORER

✓ POKEDEX.NET.MVC

- > bin
 - > Controllers
 - > Data
 - > Models
 - > obj
 - > Properties
 - > Views
 - > Home
 - @ Details.cshtml
 - @ Index.cshtml
 - @ Privacy.cshtml
 - > Shared
 - @ _ViewImports.cshtml
 - @ _ViewStart.cshtml
 - > wwwroot
 - {..} appsettings.Development.json
 - {..} appsettings.json
 - > Pokedex.csproj
 - C# Program.cs
 - .gitignore
 - README.md

@ Index.cshtml U X

```
Pokedex > Views > Home > @Index.cshtml
  8             .Where(t => t.Nome == nome)
  9             .Select(t => t.Cor)
 10            .FirstOrDefault();
 11        }
 12    }
 13
 14    <section class="pt-5 pb-3 text-center container">
 15        <div class="row">
 16            <div class="col mx-auto">
 17                <h1>Pokédex</h1>
 18                <div class="group">
 19                    <button id="btn-all" class="btn btn-primary" onclick="filter('all')">
 20                        Ver Todos
 21                    </button>
 22                    <@foreach (var tipo in tipos) >
 23                        <button id="btn-@tipo" class="btn btn-primary" onclick="filter('@tipo')">
 24                            Ver @tipo
 25                        </button>
 26                    </@foreach >
 27                </div>
 28            </div>
 29        </div>
 30    </section>
```

Agora é só executar

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS D:\Etec\2024\Material\pokedex.net.mvc\Pokedex> dotnet watch run



POKÉDEX



Pokédex

[Ver Todos](#) [Aço](#) [Água](#) [Dragão](#) [Elétrico](#) [Fada](#) [Fantasma](#) [Fogo](#) [Gelo](#) [Inseto](#) [Lutador](#) [Normal](#) [Pedra](#) [Planta](#) [Psíquico](#) [Sombrio](#) [Terrestre](#) [Venenoso](#) [Voador](#)



Nº 010

Caterpie[Inseto](#)

Nº 011

Metapod[Inseto](#)

Nº 012

Butterfree[Inseto](#)[Voador](#)

Nº 013

Weedle[Inseto](#)[Venenoso](#)



POKÉDEX

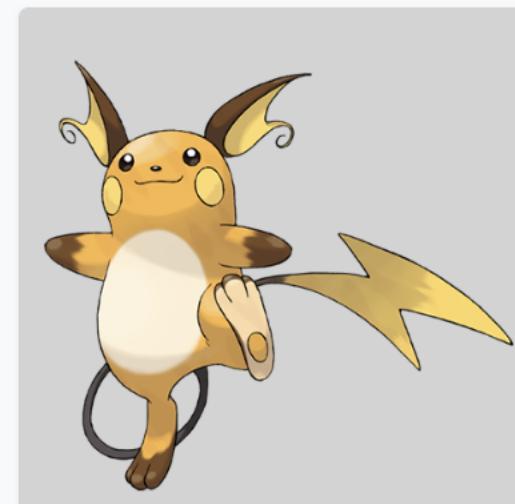


Pokédex

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Nº 025

Pikachu[Elétrico](#)

Nº 026

Raichu[Elétrico](#)



Pokédex

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Nenhum Pokemon Encontrado

Pokédex - Versão Gallo

Projeto desenvolvido para as aulas Programação WEB II

