

```
1 using Menu_Repo;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Runtime.CompilerServices;
6 using System.Text;
7 using System.Threading;
8 using System.Threading.Tasks;
9
10 namespace Menu_Repo_Console
11 {
12     class ProgramUI
13     {
14         private MenuItemsRepo _menuItemsRepo = new MenuItemsRepo();
15
16         private List<MenuItems> _listOfMenuItems = new List<MenuItems>();
17
18         public void Run()
19         {
20             SeedItemList();
21             RunMenu();
22         } //Method that starts Menu CRUD interactions
23         public void RunMenu()
24         {
25             UIMenu();
26         }
27         //UI Menu
28         private void UIMenu()
29         {
30             bool keepRunning = true;
31             while (keepRunning)
32             {
33                 //Display the options
34                 Console.WriteLine("Welcome! \n" +
35                     "Select an option: \n" +
36                     "1. Create a new menu item\n" +
37                     "2. View all items\n" +
38                     "3. Update menu items\n" +
39                     "4. Delete item\n" +
40                     "5. Exit");
41                 //Get input
42                 string selection = Console.ReadLine();
43
44                 //Evaluate Input
45                 switch (selection)
46                 {
47                     case "1":
48                         CreateNewItem();
49                     break;
```

```
50         case "2":
51             DisplayAllItems();
52             break;
53         case "3":
54             UpdateItem();
55             break;
56         case "4":
57             RemoveItem();
58             break;
59         case "5":
60             Console.WriteLine("Have a great day!!");
61             Thread.Sleep(2500);
62             keepRunning = false;
63             break;
64         default:
65             Console.WriteLine("Please enter a valid number.");
66             break;
67     }
68     Console.WriteLine("Please press anykey to continue...");
69     Console.ReadKey();
70     Console.Clear();
71
72 }
73
74 //Create new Items dialog
75 // newMenuItem.MealNum = _menuItemsRepo.MenuItemNum();
76 private void CreateNewItem()
77 {
78     Console.Clear();
79     MenuItem newMenuItem = new MenuItem();
80
81     newMenuItem.MealNum = _menuItemsRepo.MenuItemNum();
82
83     Console.WriteLine("Enter the new meal name: ");
84     newMenuItem.MealName = Console.ReadLine();
85
86     //MenuItem Description
87     Console.WriteLine("Enter the meal description: ");
88     newMenuItem.MealDesc = Console.ReadLine();
89
90     //Ingredients
91     Console.WriteLine("Please enter the ingredients: ");
92     newMenuItem.Ingredients = Console.ReadLine();
93
94     //Price ;
95     Console.WriteLine("Please enter the price: ");
96     string priceAsString = Console.ReadLine();
97     newMenuItem.Price = double.Parse(priceAsString);
98     _menuItemsRepo.AddItemToList(newMenuItem);
```

```
99         Console.WriteLine("New item added!");
100     }
101     //View current items dialog
102     private void DisplayAllItems()
103     {
104         List<MenuItems> menuItems = _menuItemsRepo.GetMenuItems();
105         int mealCount = 1;
106         foreach (MenuItems item in menuItems)
107         {
108             item.MealNum = mealCount;
109             DisplayItemsByNum(item);
110             mealCount++;
111         }
112     }
113     private void DisplayItemsByNum(MenuItems item)
114     {
115         Console.WriteLine($"{item.MealNum}. {item.MealName} ${item.Price}  ➤
116             Desc: {item.MealDesc}");
117     }
118     //Update items dialog
119     private void UpdateItem()
120     {
121         //Display options for update
122         DisplayAllItems();
123         //Get item they want to update
124         Console.WriteLine("Enter the item # you'd like to update: ");
125         string menuNumAsString = Console.ReadLine();
126         int originalNum = int.Parse(menuNumAsString);
127         //Take in updated info
128         MenuItems newMenuItem = new MenuItems();
129         //MenuItem.MealNum = _menuItemsRepo.MenuItemNum();
130
131         Console.WriteLine("Enter the new meal name: ");
132         newMenuItem.MealName = Console.ReadLine();
133
134         //MenuItem Description
135         Console.WriteLine("Enter the meal description: ");
136         newMenuItem.MealDesc = Console.ReadLine();
137
138         //Ingredients
139         Console.WriteLine("Please enter the ingredients: ");
140         newMenuItem.Ingredients = Console.ReadLine();
141
142         //Price ;
143         Console.WriteLine("Please enter the price: ");
144         string priceAsString = Console.ReadLine();
145         newMenuItem.Price = double.Parse(priceAsString);
146
147         _menuItemsRepo.UpdateItemOnList(originalNum, newMenuItem);
```

```
147         Console.WriteLine("Item was successfully updated.");
148     }
149
150     //Delete items dialog
151     private void RemoveItem()
152     {
153         //Display options for removal
154         DisplayAllItems();
155         //Get item they want to delete
156         Console.WriteLine("Enter the item # you'd like to remove: ");
157         string menuNumAsString = Console.ReadLine();
158         int input = int.Parse(menuNumAsString);
159
160         //Call the delete method
161         bool wasDeleted = _menuItemsRepo.RemoveItemFromList(input);
162         //If deleted, say so
163         //Otherwise say it could not be deleted
164         if (wasDeleted)
165         {
166             Console.WriteLine("Item was sucessfully removed");
167         }
168         else
169         {
170             Console.WriteLine("Item could not be removed");
171         }
172     }
173
174
175     //Seed method
176
177
178     private void SeedItemList()
179     {
180         MenuItem pbj = new MenuItem(_menuItemsRepo.MenuItemNum(), "PB&J",
181             "Peanutbutter sandwich with veggie sticks", "peanutbutter, grape
182             jelly, bread, carrots, celery", 8.99);
183         _menuItemsRepo.AddItemToList(pbj);
184         MenuItem macnCheese = new MenuItem(_menuItemsRepo.MenuItemNum(),
185             "Mac N'Cheese", "Macaroni and cheese with a side of bread",
186             "Macaroni, cheese, bread, butter", 7.99);
187         _menuItemsRepo.AddItemToList(macnCheese);
188         MenuItem tunaMelt = new MenuItem(_menuItemsRepo.MenuItemNum(),
189             "Tuna Melt", "Grilled tuna fish sanwich with cheese served with a
190             side of tomato soup", "Tuna, mayo, pickle relish, cheese slices,
191             bread, butter, tomato soup", 9.99);
192         _menuItemsRepo.AddItemToList(tunaMelt);
193     }
```

```
189     }  
190 }  
191  
192  
193
```