

Bonus Review

General - New C# Features:

- Init only setters
- Range operator
- Static local functions
- Nullable reference types - proposal
- Target-typed new expressions
- Target-typed conditional expressions
- Lambda discard parameters
- Switch expression
- Pattern combinators

Dal

- Second structure (specifies class-name, and namespace)
- Generic functions (performs DRY principle in the best way)

BL

- Drones always can reach for charging in stations:
Drone start out if it has enough battery to send the parcel and to get to station,
If in real time all of the charging slots in the required station are full- the system make room for the drone: It removes the most charged drone from the station!
- Drone is sent for charging if it doesn't have enough battery to send any parcel.

Simulator

- Location update
- Parallel operation
- We created static dictionary and enabled the user close and open drone windows also when the simulator is in action. We turned off all the simulators when the user closed the main window

Design patterns

- Full factory
- Singleton – thread safe and lazy initialization

PL

- Full MVVM with PO entities
- Full binding
- Using reflection
- Filter- notice dynamic data
- Inner sort
- Regular expressions
- Triggers
- Data templates
- ObservableCollection
- Commands (We impended a RelayCommand class)
- Behaviors
- User control
- Passing BL instance between the windows
- Double filter (in drone view)
- Red Comment for wrong input
- Location in 60 basis
- Enable delete in all windows
- One function for set props
- One class for NotifyPropertyChanged