

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Data;
7 using SportsProDALClassLibrary;    //Reference to the Data Access Layer
8
9 namespace SportsProBLLClassLibrary
10 {
11     public class IncidentBLL
12     {
13
14         public List<Incident> GetAllIncidents()
15         {
16             List<Incident> lstIncidents = new List<Incident>();
17             DataTable dtAllIncidents = new DataTable();
18             IncidentDAL incidentDAL = new IncidentDAL();
19             dtAllIncidents = incidentDAL.RetrieveAllIncidents();
20
21             foreach(DataRow dr in dtAllIncidents.Rows)
22             {
23                 Incident incidentA = new Incident();
24                 incidentA.IncidentID = (int)dr["IncidentID"];
25                 incidentA.CustomerID = (int)dr["CustomerID"];
26                 incidentA.ProductCode = dr["ProductCode"].ToString();
27
28                 //Need to account for if the TechID value returns a null value.
29                 if (dr["TechID"] == DBNull.Value)
30                 {
31                     incidentA.TechID = null;
32                 }
33                 else
34                 {
35                     incidentA.TechID = (int?)dr["TechID"];
36                 }
37
38                 incidentA.DateOpened = (DateTime)dr["DateOpened"];
39
40                 if (dr["DateClosed"] == DBNull.Value)
41                 {
42                     incidentA.DateClosed = null;
43                 }
44                 else
45                 {
46                     incidentA.DateClosed = (DateTime?)dr["DateClosed"];
47                 }
48             }
49         }
50     }
51 }
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49         incidentA.Title = dr["Title"].ToString();
50         incidentA.Description = dr["Description"].ToString();
51         lstIncidents.Add(incidentA);
52     }
53     return lstIncidents;
54 }
55 }
56 }
57
```