

Prezentare 2

Sortare in functie de categorie

GameShop

Home

Category ▼

Admin

Out of stock games

My Wishlist

Hello admin@gmail.com!

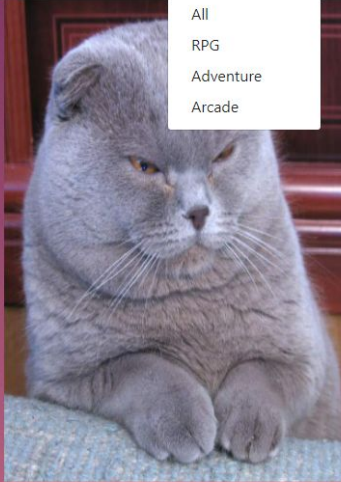
Logout

All

RPG

Adventure

Arcade




The Witcher 3

0 \$

AddComm

Rate game

Add to Wishlist



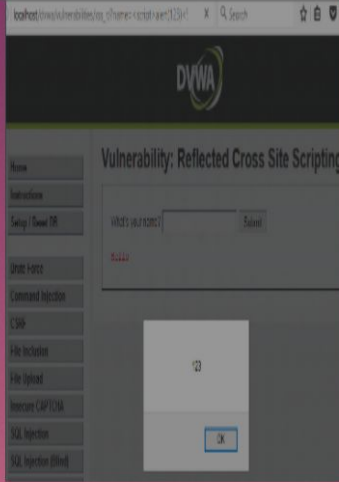
Red Dead Redemption 2

50 \$

AddComm

Rate game

Add to Wishlist



Dummy for deleting1

0 \$

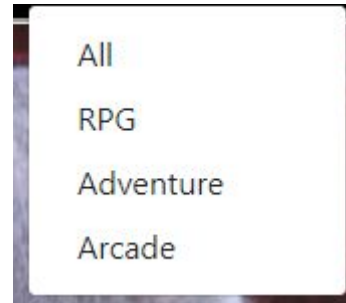
AddComm

Rate game

Add to Wishlist

Am stabilit 3 categorii pentru fiecare joc din magazin:

- RPG
- Arcade
- Adventure



Am updatat paginile de adaugare si de editare a jocurilor adaugat attributele Stock si Category

Name

Price

Description

Upload File

No file chosen

Stock

Category

[Back to List](#)

Name

Price

Description

Stock

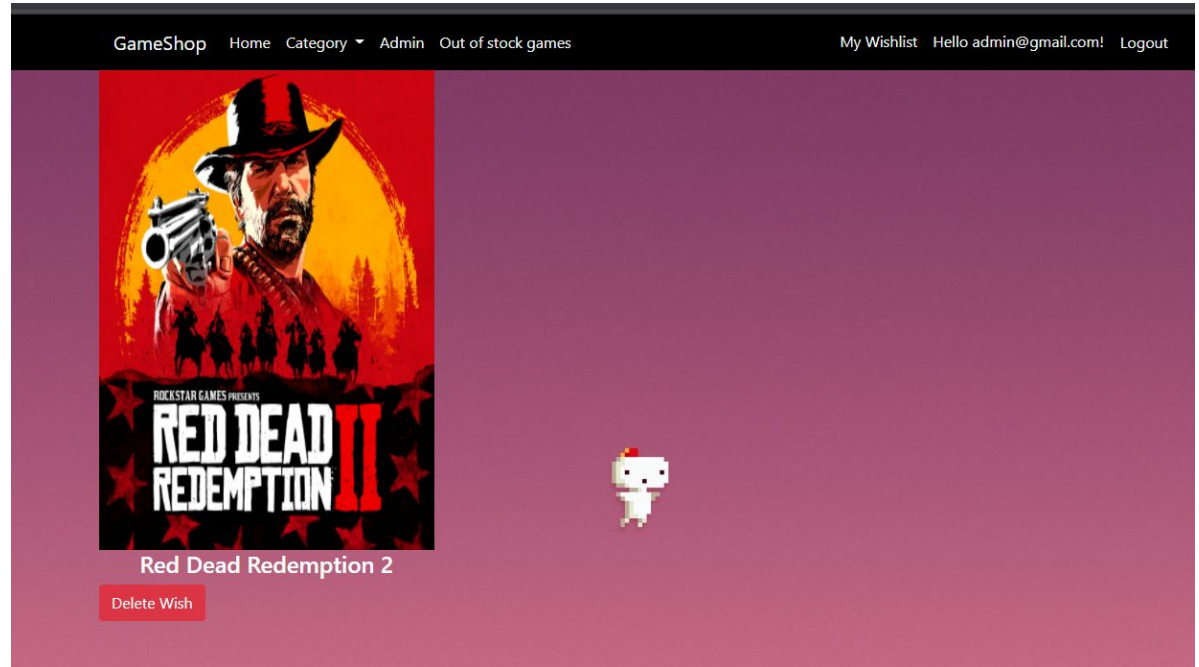
Category

[Back to List](#)

Am creat wishlist-ul

Se pot adauga jocuri in wishlist

Se pot sterge jocuri din wishlist



- ViewGame.cshtml
- ViewGamesAdventure.cshtml
- ViewGamesArcade.cshtml
- ViewGamesRPG.cshtml

```

@model GameShop.Models.UserGameViewModel
@{
    ViewData["Title"] = "Index";
}

<head>
    <link rel="stylesheet" href="~/lib/bootstrap/dist/css/bootstrap.min.css" />
    <link rel="stylesheet" href="~/css/site.css" />
</head>
<body>
    <div class="row">
        @foreach (var game in Model.Games)
        {
            @if ((game.Id != Guid.Empty) && (game.Stock != 0))
            {
                <div class="col-xl-4 col-lg-4 col-md-6" style="border-style: groove;">
                    <div class="single-product mb-60">
                        <div class="product-img" style="border">
                            
                        </div>
                        <div class="product-caption">
                            <h4 align="center"><a style="color:white" asp-controller="User" asp-action="ViewGame" asp-route-id="@game.Id">@game.Name </a></h4>
                            <h4 align="center" style="color:white">@game.Price $ </h4>
                        </div>
                        @if (User.IsInRole("User") || User.IsInRole("Admin"))
                        {
                            <h4 align="center">
                                <a align="center" class="btn btn-danger" asp-controller="User" asp-action="AddComment" asp-route-id="@game.Id">AddComm </a>
                                <a align="center" class="btn btn-danger" asp-controller="User" asp-action="AddRating" asp-route-id="@game.Id">Rate game </a>
                                <a align="center" class="btn btn-danger" asp-action="AddOrder" asp-route-id="@game.Id">Add to Wishlist </a>
                            </h4>
                        }
                    </div>
                </div>
            }
        }
    </div>
}

```

2 references

```
public IActionResult ViewGame([FromRoute] string id)
{
    var game = userServices.GetGameById(id).Single();
    var rating = userServices.GetAverageRating(game);
    var comments = userServices.GetComments(game);
    var gameVM = new UserMainGameViewModel { Game = game, Comments = comments, Rating = rating };
    return View(gameVM);
}
```

0 references

```
public ActionResult ViewGamesAdventure()
{
    try
    {
        string cat = "Adventure";
        var GameList = userServices.GetGameByCategory(cat);
        return View(new UserGameViewModel { Games = GameList });
    }
    catch (Exception)
    {
        return BadRequest("aici se blocheaza");
    }
}
```

User Controller:

```
[HttpPost]
0 references
public IActionResult AddWish([FromForm] AddOrderModelView model)
{
    if (!ModelState.IsValid)
    {
        return BadRequest();
    }

    var userId = userManager.GetUserId(User);
    userServices.addWish(userId, model.GameId);
    return RedirectToAction("Index");
    // return Redirect(Url.Action("Index", "Admin"));
}

[HttpGet]
0 references
public IActionResult AddWish([FromRoute] string id)
{
    var game = userServices.GetGameById(id).Single();
    var gameVM = new AddWishModelView { GameId = game.Id };
    return View(gameVM);
}
```


User Services

```
1 reference
public void addWish(String userId, Guid gameId)
{
    Guid userIdGuid = Guid.Empty;
    if (!Guid.TryParse(userId, out userIdGuid))
    {
        throw new Exception("Invalid Guid Format");
    }
    var user = userRepository.GetUserById(userIdGuid);
    var game = gameRepository.GetGameById(gameId);

    wishlistRepository.Add(new Wishlist()
    {
        Id = Guid.NewGuid(),
        UserId = user.Id,
        GameId = game.Id
    });
}
```

