

I4GUI Mandatory assignment 1: The debt book

Purpose:

To get knowledge and experience with WPF and the MVVM design pattern.

The assignment:

Create a windows program with WPF called “the debt book” which can help you keep track of who you have borrowed money (or who you have borrowed money from) – and how much they owe.

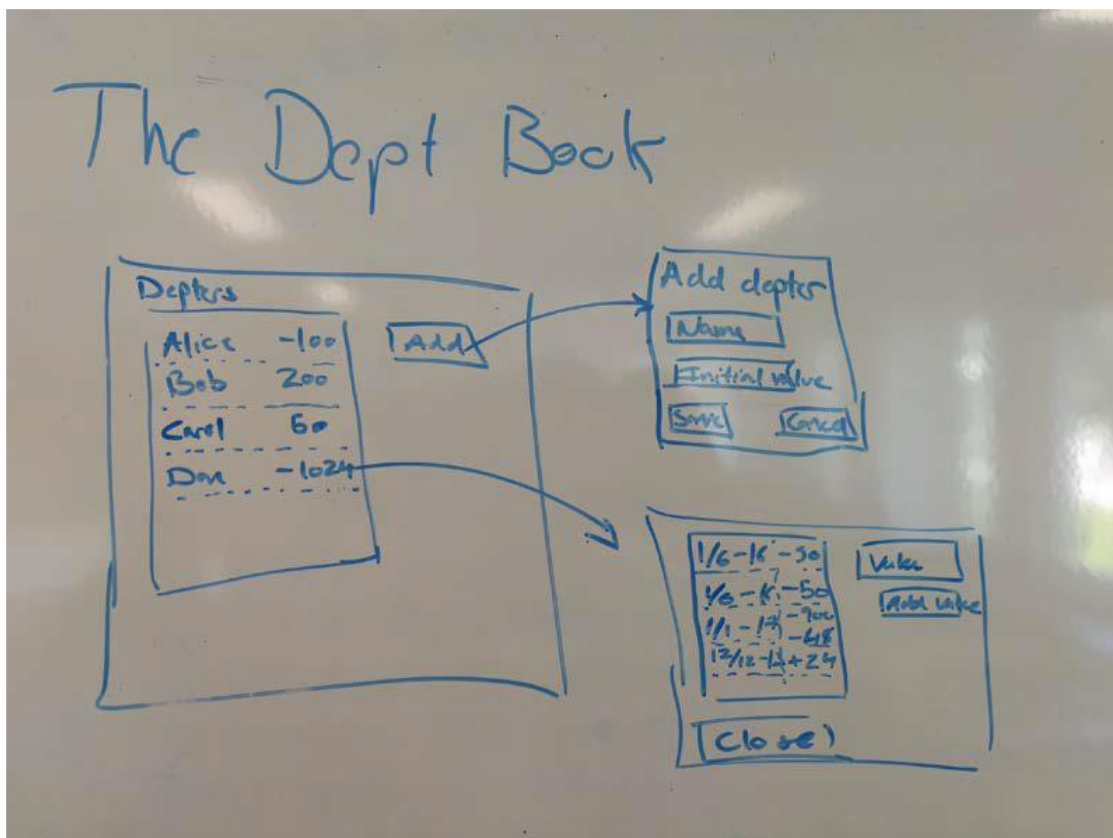
The program should have at least two windows:

One window that shows an overview over your debtors/creditors, including the amount that one each owes, and another window that shows a list of registered debits (both positive and negative +/-) for a debtor.

It shall also be possible to add debts.

It shall also be possible to add new debtors.

Mockup of the design (feel free to do your own design instead):



The program shall follow the MVVM design pattern.

We suggest you use an existing MVVM framework – Prism is the recommended choice, but you are allowed to choose any MVVM framework or to implement the debt book without a framework.

You are free to choose a data store such as file, database or web api.

The program should be styled by use of xaml resources or a ResourceDictionary.

The language on the UI should be either Danish or English – you choose.