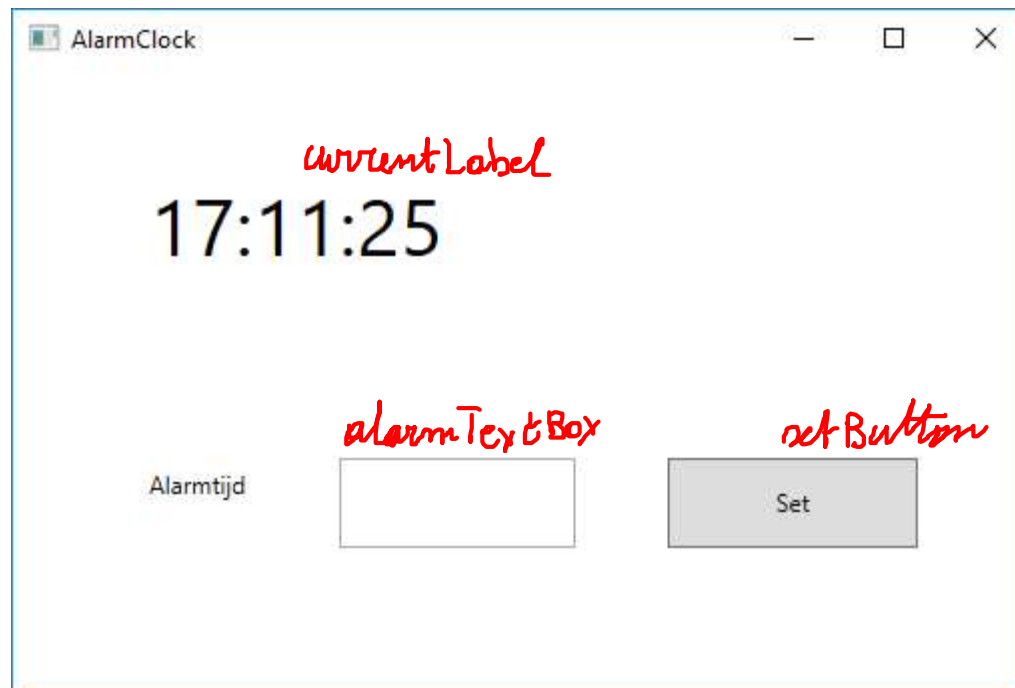


# Oefening 10.8 Alarm



## Mainwindow

\* eig timerClock  
alarm

\* Constructor

- timerClock aasmaken
- alarm aasmaken + starten  
↳ duration instellen

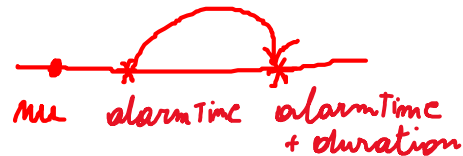
\* methoden

- event handler voor timer

↳ controleren of  $nu > alarmTime$   
↳ a  
↳ controleren of  $nu > alarmTime + duration$

- event handler van het Button  
instellen van de alarmTime

7:00



## Alarm

## Beep Alarm

\* eig - timerAlarm  
- duration --

- alarmTime (DateTime)

\* properties - Duration (auto property)  
- AlarmTime (controle  
of ingetelde tijd < nu  
↳ alarmtijd day later)

\* Constructor

- alarmTime zo groot mog waarde  
(MAXVALUE)
- timerAlarm aasmaken

\* methoden

↳ IsAlarmPassed()

↳  $nu > alarmTime$

↳ timerAlarm starten

↳ Beep Passed()

↳  $nu > alarmTime + duration$

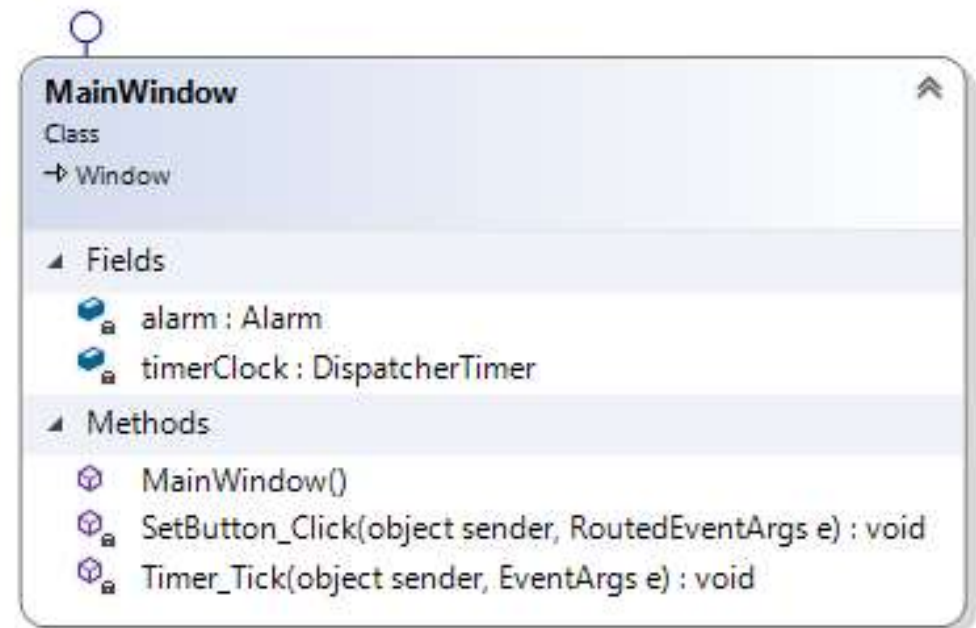
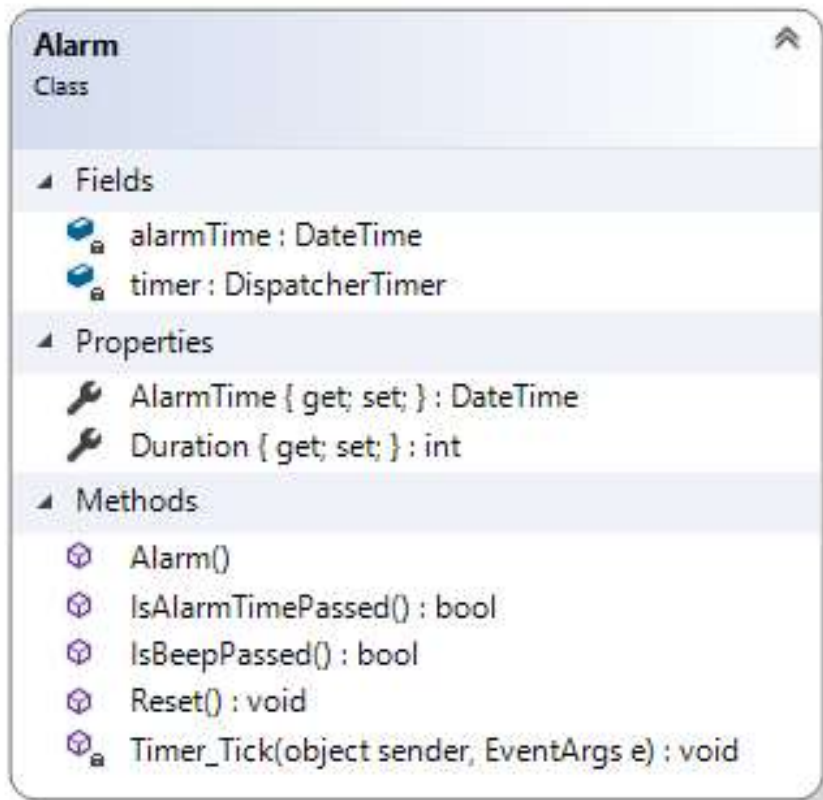
↳ timerAlarm stoppen  
clock resetten

- event handler timerAlarm

System.Sounds.Beep.Play()

- Reset() → timerAlarm op max

# Oefening 10.8 Alarm (met geluid)



Main Window

eig timerClock

alarm

labelColor (SolidColorBrush)

constructor

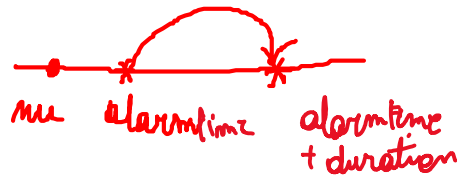
- timerClock aasmaken
- alarm aasmaken + meegewen labelColor
  - ↳ duration instellen
- labelColor aasmaken (kleur wit)
- methoden want label Background labelColor
- eventhandler voor timer

↳ controleren of nu > alarmtime

↳ controleren of nu > alarmtime + duration

- eventhandler voor setButton
  - ↳ alarmtime instellen

7:00



Alarm

~~Beep Alarm~~  
Flicflac Alarm

\* eig timerAlarm

- duration --

alarmtime (DateTime)

visualColor (SolidColorBrush)

\* properties Duration (auto property)

AlarmTime (controle

of ingetelde tijd < nu  
↳ alarmtijd day later)

\* constructor

- alarmTime zo groot mog waarde (MAXVALUE)
- timerAlarm aasmaken

\* methoden

IsAlarmPassed()

↳ nu > alarmtime?

↳ timerAlarm starten

IsBeepPassed()

↳ nu > alarmtime + duration

↳ timerAlarm stoppen

• eventhandler timerAlarm

property label van visualColor wijzigen  
~~System.Sound.Beep.Play()~~

• Reset() → visualColor op wit  
→ timerAlarm op max

# Oefening 10.8 Alarm (met kleur)

