introduction:

DocFileGen.cs:

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| using System; using System.Collections.Generic; using ReportGeneratorPlugin.Core.Models; using Xceed.Document.NET; using Xceed.Words.NET;  namespace ReportGeneratorPlugin.Core.Generator {  public class DocFileGen  {  public List<FileModel> Files { get; set; }  public string Introduction { get; set; }  public string Conclusion { get; set; }   public DocFileGen(List<FileModel> files, string introduction, string conclusion)  {  Files = files;  Introduction = introduction;  Conclusion = conclusion;  }   public void CreateDocFile(string path)  {    if (path.EndsWith(".pdf"))  {  path = path.Replace(".pdf", ".docx");  }  DocX document = DocX.Create(path, DocumentTypes.Document);  document.InsertParagraph("introduction:")  .FontSize(15)  .Alignment = Alignment.left;  document.InsertParagraph($"{Introduction}")  .FontSize(12)  .Alignment = Alignment.left;   foreach (var fileContent in Files)  {   document.InsertParagraph(fileContent.Name + ":")  .Font("Consolas")  .FontSize(14)  .Alignment = Alignment.center;  Table table = document.AddTable(1, 1);  table.Alignment = Alignment.center;  table.Rows[0].Cells[0].Paragraphs[0]  .Append(fileContent.Content)  .FontSize(10.5)  .Font("Consolas");  document.InsertTable(table);  }  document.InsertParagraph("Conclusion:")  .FontSize(15)  .Alignment = Alignment.left;  document.InsertParagraph($"{Conclusion}")  .FontSize(12)  .Alignment = Alignment.left;  document.Save();  }   public void CreatePdfFile(string path)  {  if (path.EndsWith(".docx"))  {  path = path.Replace(".docx", ".pdf");  }  DocX document = DocX.Create(path, DocumentTypes.Pdf);  document.InsertParagraph("introduction:")  .FontSize(15)  .Alignment = Alignment.left;  document.InsertParagraph($"{Introduction}")  .FontSize(12)  .Alignment = Alignment.left;  foreach (var fileContent in Files)  {  document.InsertParagraph(fileContent.Name + ":")  .Font("Consolas")  .FontSize(18)  .Alignment = Alignment.center;  Table table = document.AddTable(1, 1);  table.Design = TableDesign.LightList;  table.Alignment = Alignment.center;  table.Rows[1].Cells[0].Paragraphs[0]  .Append(fileContent.Content)  .FontSize(10.5)  .Font("Consolas");  document.InsertTable(table);  }  document.InsertParagraph("Conclusion:")  .FontSize(15)  .Alignment = Alignment.left;  document.InsertParagraph($"{Conclusion}")  .FontSize(12)  .Alignment = Alignment.left;  document.Save();   }  } } |

ReportGenerator.cs:

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| using System; using System.Collections.Generic; using System.Linq; using System.Text; using System.Threading.Tasks;  namespace ReportGeneratorPlugin.Core.Generator {  public class ReportGenerator  {  public string docPath { get; set; }   public ReportGenerator(string path)  {  docPath = path;  }  public void GenerateReport(string path, string conlution, string introdaction, List<string> filters)  {  DocFileGen gen = new DocFileGen(new SourceFileProvider(path, filters).GetFiles(), introdaction, conlution);  gen.CreateDocFile(docPath);  }  } } |

SourceFileProvider.cs:

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| using System.Collections.Generic; using System.IO; using ReportGeneratorPlugin.Core.Models; using System.Linq; using System.Net.Sockets;  namespace ReportGeneratorPlugin.Core.Generator {  public class SourceFileProvider  {  public string RepositoryPath { get; set; }  public List<string> Filters { get; set; }   public SourceFileProvider(string path, List<string> fileFilters)  {  RepositoryPath = path;  Filters = fileFilters;  }   public List<FileModel> GetFiles()  {  var files = new List<FileModel>();   foreach (var file in Directory.EnumerateFiles(RepositoryPath, "\*", SearchOption.AllDirectories))  {  FileInfo info = new FileInfo(file);  foreach (var fileType in Filters)  {  if (info.Name.EndsWith(fileType))  {  files.Add(new FileModel(info.Name, File.ReadAllText(info.FullName)));  }  }  }  return files;  }  } } |

FileModel.cs:

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| using System; using System.Collections.Generic; using System.Linq; using System.Text; using System.Threading.Tasks;  namespace ReportGeneratorPlugin.Core.Models {  public class FileModel   { public string Name { get; set; }  public string Content { get; set; }   public FileModel(string name, string content)  {  Name = name;  Content = content;  }  } } |

.NETFramework,Version=v4.6.1.AssemblyAttributes.cs:

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| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.6.1", FrameworkDisplayName = ".NET Framework 4.6.1")] |

.NETFramework,Version=v4.7.2.AssemblyAttributes.cs:

|  |
| --- |
| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2", FrameworkDisplayName = ".NET Framework 4.7.2")] |

AssemblyInfo.cs:

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| --- |
| using System.Reflection; using System.Runtime.CompilerServices; using System.Runtime.InteropServices;  // Общие сведения об этой сборке предоставляются следующим набором // набора атрибутов. Измените значения этих атрибутов для изменения сведений, // связанные со сборкой. [assembly: AssemblyTitle("ReportGeneratorPlugin.Core")] [assembly: AssemblyDescription("")] [assembly: AssemblyConfiguration("")] [assembly: AssemblyCompany("")] [assembly: AssemblyProduct("ReportGeneratorPlugin.Core")] [assembly: AssemblyCopyright("Copyright © 2021")] [assembly: AssemblyTrademark("")] [assembly: AssemblyCulture("")]  // Установка значения False для параметра ComVisible делает типы в этой сборке невидимыми // для компонентов COM. Если необходимо обратиться к типу в этой сборке через // COM, задайте атрибуту ComVisible значение TRUE для этого типа. [assembly: ComVisible(false)]  // Следующий GUID служит для идентификации библиотеки типов, если этот проект будет видимым для COM [assembly: Guid("fffddedb-d185-4006-a033-c688e0460418")]  // Сведения о версии сборки состоят из указанных ниже четырех значений: // // Основной номер версии // Дополнительный номер версии // Номер сборки // Редакция // // Можно задать все значения или принять номера сборки и редакции по умолчанию  // используя "\*", как показано ниже: // [assembly: AssemblyVersion("1.0.\*")] [assembly: AssemblyVersion("1.0.0.0")] [assembly: AssemblyFileVersion("1.0.0.0")] |

Program.cs:

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| --- |
| using System; using System.Collections.Generic; using System.Linq; using System.Text; using System.Threading.Tasks; using ReportGeneratorPlugin.Core.Generator;  namespace ReportGeneratorPlugin.Sample {  class Program  {  static void Main(string[] args)  {  }  } } |

.NETFramework,Version=v4.6.1.AssemblyAttributes.cs:

|  |
| --- |
| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.6.1", FrameworkDisplayName = ".NET Framework 4.6.1")] |

.NETFramework,Version=v4.7.2.AssemblyAttributes.cs:

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| --- |
| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2", FrameworkDisplayName = ".NET Framework 4.7.2")] |

AssemblyInfo.cs:

|  |
| --- |
| using System.Reflection; using System.Runtime.CompilerServices; using System.Runtime.InteropServices;  // Общие сведения об этой сборке предоставляются следующим набором // набора атрибутов. Измените значения этих атрибутов для изменения сведений, // связанные с этой сборкой. [assembly: AssemblyTitle("ReportGeneratorPlugin.Sample")] [assembly: AssemblyDescription("")] [assembly: AssemblyConfiguration("")] [assembly: AssemblyCompany("")] [assembly: AssemblyProduct("ReportGeneratorPlugin.Sample")] [assembly: AssemblyCopyright("Copyright © 2021")] [assembly: AssemblyTrademark("")] [assembly: AssemblyCulture("")]  // Установка значения False для параметра ComVisible делает типы в этой сборке невидимыми // для компонентов COM. Если необходимо обратиться к типу в этой сборке через // из модели COM задайте для атрибута ComVisible этого типа значение true. [assembly: ComVisible(false)]  // Следующий GUID представляет идентификатор typelib, если этот проект доступен из модели COM [assembly: Guid("fede8f83-af29-4d49-9d37-eaac9db15d59")]  // Сведения о версии сборки состоят из указанных ниже четырех значений: // // Основной номер версии // Дополнительный номер версии // Номер сборки // Номер редакции // // Можно задать все значения или принять номера сборки и редакции по умолчанию  // используя "\*", как показано ниже: // [assembly: AssemblyVersion("1.0.\*")] [assembly: AssemblyVersion("1.0.0.0")] [assembly: AssemblyFileVersion("1.0.0.0")] |

ReportGeneratorPluginUIPackage.cs:

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| --- |
| using Microsoft.VisualStudio.Shell; using System; using System.Runtime.InteropServices; using System.Threading; using Task = System.Threading.Tasks.Task;  namespace ReportGeneratorPlugin.UI {  /// <summary>  /// This is the class that implements the package exposed by this assembly.  /// </summary>  /// <remarks>  /// <para>  /// The minimum requirement for a class to be considered a valid package for Visual Studio  /// is to implement the IVsPackage interface and register itself with the shell.  /// This package uses the helper classes defined inside the Managed Package Framework (MPF)  /// to do it: it derives from the Package class that provides the implementation of the  /// IVsPackage interface and uses the registration attributes defined in the framework to  /// register itself and its components with the shell. These attributes tell the pkgdef creation  /// utility what data to put into .pkgdef file.  /// </para>  /// <para>  /// To get loaded into VS, the package must be referred by &lt;Asset Type="Microsoft.VisualStudio.VsPackage" ...&gt; in .vsixmanifest file.  /// </para>  /// </remarks>  [PackageRegistration(UseManagedResourcesOnly = true, AllowsBackgroundLoading = true)]  [Guid(ReportGeneratorPluginUIPackage.PackageGuidString)]  public sealed class ReportGeneratorPluginUIPackage : AsyncPackage  {  /// <summary>  /// ReportGeneratorPlugin.UIPackage GUID string.  /// </summary>  public const string PackageGuidString = "67d8cad4-68cc-4bd6-a942-9c34751dd022";    #region Package Members   /// <summary>  /// Initialization of the package; this method is called right after the package is sited, so this is the place  /// where you can put all the initialization code that rely on services provided by VisualStudio.  /// </summary>  /// <param name="cancellationToken">A cancellation token to monitor for initialization cancellation, which can occur when VS is shutting down.</param>  /// <param name="progress">A provider for progress updates.</param>  /// <returns>A task representing the async work of package initialization, or an already completed task if there is none. Do not return null from this method.</returns>  protected override async Task InitializeAsync(CancellationToken cancellationToken, IProgress<ServiceProgressData> progress)  {  // When initialized asynchronously, the current thread may be a background thread at this point.  // Do any initialization that requires the UI thread after switching to the UI thread.  await this.JoinableTaskFactory.SwitchToMainThreadAsync(cancellationToken);  }   #endregion  } } |

ToolWindow1.cs:

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| using Microsoft.VisualStudio.Shell; using System; using System.Runtime.InteropServices;  namespace ReportGeneratorPlugin.UI {  /// <summary>  /// This class implements the tool window exposed by this package and hosts a user control.  /// </summary>  /// <remarks>  /// In Visual Studio tool windows are composed of a frame (implemented by the shell) and a pane,  /// usually implemented by the package implementer.  /// <para>  /// This class derives from the ToolWindowPane class provided from the MPF in order to use its  /// implementation of the IVsUIElementPane interface.  /// </para>  /// </remarks>  [Guid("d614f171-81a6-48ca-bc7c-da16bdbab172")]  public class ToolWindow1 : ToolWindowPane  {  /// <summary>  /// Initializes a new instance of the <see cref="ToolWindow1"/> class.  /// </summary>  public ToolWindow1() : base(null)  {  this.Caption = "ToolWindow1";   // This is the user control hosted by the tool window; Note that, even if this class implements IDisposable,  // we are not calling Dispose on this object. This is because ToolWindowPane calls Dispose on  // the object returned by the Content property.  this.Content = new ToolWindow1Control();  }  } } |

ToolWindow1Command.cs:

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| --- |
| using Microsoft.VisualStudio.Shell; using Microsoft.VisualStudio.Shell.Interop; using System; using System.ComponentModel.Design; using System.Globalization; using System.Threading; using System.Threading.Tasks; using Task = System.Threading.Tasks.Task;  namespace ReportGeneratorPlugin.UI {  /// <summary>  /// Command handler  /// </summary>  internal sealed class ToolWindow1Command  {  /// <summary>  /// Command ID.  /// </summary>  public const int CommandId = 0x0100;   /// <summary>  /// Command menu group (command set GUID).  /// </summary>  public static readonly Guid CommandSet = new Guid("b473d1e6-678d-495e-ab0b-9cf5fb471ed1");   /// <summary>  /// VS Package that provides this command, not null.  /// </summary>  private readonly AsyncPackage package;   /// <summary>  /// Initializes a new instance of the <see cref="ToolWindow1Command"/> class.  /// Adds our command handlers for menu (commands must exist in the command table file)  /// </summary>  /// <param name="package">Owner package, not null.</param>  /// <param name="commandService">Command service to add command to, not null.</param>  private ToolWindow1Command(AsyncPackage package, OleMenuCommandService commandService)  {  this.package = package ?? throw new ArgumentNullException(nameof(package));  commandService = commandService ?? throw new ArgumentNullException(nameof(commandService));   var menuCommandID = new CommandID(CommandSet, CommandId);  var menuItem = new MenuCommand(this.Execute, menuCommandID);  commandService.AddCommand(menuItem);  }   /// <summary>  /// Gets the instance of the command.  /// </summary>  public static ToolWindow1Command Instance  {  get;  private set;  }   /// <summary>  /// Gets the service provider from the owner package.  /// </summary>  private Microsoft.VisualStudio.Shell.IAsyncServiceProvider ServiceProvider  {  get  {  return this.package;  }  }   /// <summary>  /// Initializes the singleton instance of the command.  /// </summary>  /// <param name="package">Owner package, not null.</param>  public static async Task InitializeAsync(AsyncPackage package)  {  // Switch to the main thread - the call to AddCommand in ToolWindow1Command's constructor requires  // the UI thread.  await ThreadHelper.JoinableTaskFactory.SwitchToMainThreadAsync(package.DisposalToken);   OleMenuCommandService commandService = await package.GetServiceAsync((typeof(IMenuCommandService))) as OleMenuCommandService;  Instance = new ToolWindow1Command(package, commandService);  }   /// <summary>  /// Shows the tool window when the menu item is clicked.  /// </summary>  /// <param name="sender">The event sender.</param>  /// <param name="e">The event args.</param>  private void Execute(object sender, EventArgs e)  {  this.package.JoinableTaskFactory.RunAsync(async delegate  {  ToolWindowPane window = await this.package.ShowToolWindowAsync(typeof(ToolWindow1), 0, true, this.package.DisposalToken);  if ((null == window) || (null == window.Frame))  {  throw new NotSupportedException("Cannot create tool window");  }  });  }  } } |

ToolWindow1Control.xaml.cs:

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| using System.Diagnostics.CodeAnalysis; using System.Windows; using System.Windows.Controls; using System.Windows.Forms;  namespace ReportGeneratorPlugin.UI {  /// <summary>  /// Interaction logic for ToolWindow1Control.  /// </summary>  public partial class ToolWindow1Control : System.Windows.Controls.UserControl  {  /// <summary>  /// Initializes a new instance of the <see cref="ToolWindow1Control"/> class.  /// </summary>  public ToolWindow1Control()  {  this.InitializeComponent();  }   /// <summary>  /// Handles click on the button by displaying a message box.  /// </summary>  /// <param name="sender">The event sender.</param>  /// <param name="e">The event args.</param>  [SuppressMessage("Microsoft.Globalization", "CA1300:SpecifyMessageBoxOptions", Justification = "Sample code")]  [SuppressMessage("StyleCop.CSharp.NamingRules", "SA1300:ElementMustBeginWithUpperCaseLetter", Justification = "Default event handler naming pattern")]  private void Generate\_Button\_Click(object sender, RoutedEventArgs e)  {   }   private void Cancel\_Button\_Click(object sender, RoutedEventArgs e)  {   }   private void fileFormat\_SelectionChanged(object sender, SelectionChangedEventArgs e)  {   }   private void filePath\_SelectionChanged(object sender, RoutedEventArgs e)  {   }  private void Select\_Path\_Button\_Click(object sender, RoutedEventArgs e)  {  SaveFileDialog saveFileDialog = new SaveFileDialog();  saveFileDialog.Filter = "txt files (\*.txt)|\*.txt|All files (\*.\*)|\*.\*";  saveFileDialog.FilterIndex = 2;  saveFileDialog.RestoreDirectory = true;   if (saveFileDialog.ShowDialog() == DialogResult.OK)  {  filePath.Text = saveFileDialog.FileName;  }  }  } } |

ToolWindow1Package.cs:

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| using Microsoft.VisualStudio; using Microsoft.VisualStudio.OLE.Interop; using Microsoft.VisualStudio.Shell; using Microsoft.VisualStudio.Shell.Interop; using Microsoft.Win32; using System; using System.ComponentModel.Design; using System.Diagnostics; using System.Diagnostics.CodeAnalysis; using System.Globalization; using System.Runtime.InteropServices; using System.Threading; using System.Threading.Tasks; using Task = System.Threading.Tasks.Task;  namespace ReportGeneratorPlugin.UI {  /// <summary>  /// This is the class that implements the package exposed by this assembly.  /// </summary>  /// <remarks>  /// <para>  /// The minimum requirement for a class to be considered a valid package for Visual Studio  /// is to implement the IVsPackage interface and register itself with the shell.  /// This package uses the helper classes defined inside the Managed Package Framework (MPF)  /// to do it: it derives from the Package class that provides the implementation of the  /// IVsPackage interface and uses the registration attributes defined in the framework to  /// register itself and its components with the shell. These attributes tell the pkgdef creation  /// utility what data to put into .pkgdef file.  /// </para>  /// <para>  /// To get loaded into VS, the package must be referred by &lt;Asset Type="Microsoft.VisualStudio.VsPackage" ...&gt; in .vsixmanifest file.  /// </para>  /// </remarks>  [PackageRegistration(UseManagedResourcesOnly = true, AllowsBackgroundLoading = true)]  [InstalledProductRegistration("#110", "#112", "1.0", IconResourceID = 400)] // Info on this package for Help/About  [ProvideMenuResource("Menus.ctmenu", 1)]  [ProvideToolWindow(typeof(ToolWindow1))]  [Guid(ToolWindow1Package.PackageGuidString)]  [SuppressMessage("StyleCop.CSharp.DocumentationRules", "SA1650:ElementDocumentationMustBeSpelledCorrectly", Justification = "pkgdef, VS and vsixmanifest are valid VS terms")]  public sealed class ToolWindow1Package : AsyncPackage  {  /// <summary>  /// ToolWindow1Package GUID string.  /// </summary>  public const string PackageGuidString = "bc9518b5-0455-45a0-aef0-92ac979ba1bd";   /// <summary>  /// Initializes a new instance of the <see cref="ToolWindow1Package"/> class.  /// </summary>  public ToolWindow1Package()  {  // Inside this method you can place any initialization code that does not require  // any Visual Studio service because at this point the package object is created but  // not sited yet inside Visual Studio environment. The place to do all the other  // initialization is the Initialize method.  }   #region Package Members   /// <summary>  /// Initialization of the package; this method is called right after the package is sited, so this is the place  /// where you can put all the initialization code that rely on services provided by VisualStudio.  /// </summary>  /// <param name="cancellationToken">A cancellation token to monitor for initialization cancellation, which can occur when VS is shutting down.</param>  /// <param name="progress">A provider for progress updates.</param>  /// <returns>A task representing the async work of package initialization, or an already completed task if there is none. Do not return null from this method.</returns>  protected override async Task InitializeAsync(CancellationToken cancellationToken, IProgress<ServiceProgressData> progress)  {  // When initialized asynchronously, the current thread may be a background thread at this point.  // Do any initialization that requires the UI thread after switching to the UI thread.  await this.JoinableTaskFactory.SwitchToMainThreadAsync(cancellationToken);  await ToolWindow1Command.InitializeAsync(this);  }   public override IVsAsyncToolWindowFactory GetAsyncToolWindowFactory(Guid toolWindowType)  {  ThreadHelper.ThrowIfNotOnUIThread();  if (toolWindowType == typeof(ToolWindow1).GUID)  {  return this;  }   return base.GetAsyncToolWindowFactory(toolWindowType);  }   protected override string GetToolWindowTitle(Type toolWindowType, int id)  {  if (toolWindowType == typeof(ToolWindow1))  {  return "ToolWindow1 loading";  }   return base.GetToolWindowTitle(toolWindowType, id);  }   #endregion  } } |

.NETFramework,Version=v4.7.2.AssemblyAttributes.cs:

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| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2", FrameworkDisplayName = ".NET Framework 4.7.2")] |

ToolWindow1Control.g.cs:

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| #pragma checksum "..\..\ToolWindow1Control.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}" "79EB5FBFF888C92E3DD5DB14F523D66C60FA02D75E6161BDB6900EF393070767" //------------------------------------------------------------------------------ // <auto-generated> // Этот код создан программой. // Исполняемая версия:4.0.30319.42000 // // Изменения в этом файле могут привести к неправильной работе и будут потеряны в случае // повторной генерации кода. // </auto-generated> //------------------------------------------------------------------------------  using Microsoft.VisualStudio.Shell; using System; using System.Diagnostics; using System.Windows; using System.Windows.Automation; using System.Windows.Controls; using System.Windows.Controls.Primitives; using System.Windows.Data; using System.Windows.Documents; using System.Windows.Ink; using System.Windows.Input; using System.Windows.Markup; using System.Windows.Media; using System.Windows.Media.Animation; using System.Windows.Media.Effects; using System.Windows.Media.Imaging; using System.Windows.Media.Media3D; using System.Windows.Media.TextFormatting; using System.Windows.Navigation; using System.Windows.Shapes; using System.Windows.Shell;   namespace ReportGeneratorPlugin.UI {      /// <summary>  /// ToolWindow1Control  /// </summary>  public partial class ToolWindow1Control : System.Windows.Controls.UserControl, System.Windows.Markup.IComponentConnector {      #line 11 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal ReportGeneratorPlugin.UI.ToolWindow1Control MyToolWindow;    #line default  #line hidden      #line 13 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Generate\_Button;    #line default  #line hidden      #line 14 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Cancel\_Button;    #line default  #line hidden      #line 17 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.TextBox filePath;    #line default  #line hidden      #line 18 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Select\_Path\_Button;    #line default  #line hidden      #line 19 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.ComboBox fileFormat;    #line default  #line hidden    private bool \_contentLoaded;    /// <summary>  /// InitializeComponent  /// </summary>  [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  public void InitializeComponent() {  if (\_contentLoaded) {  return;  }  \_contentLoaded = true;  System.Uri resourceLocater = new System.Uri("/ReportGeneratorPlugin.UI;component/toolwindow1control.xaml", System.UriKind.Relative);    #line 1 "..\..\ToolWindow1Control.xaml"  System.Windows.Application.LoadComponent(this, resourceLocater);    #line default  #line hidden  }    [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design", "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability", "CA1502:AvoidExcessiveComplexity")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1800:DoNotCastUnnecessarily")]  void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {  switch (connectionId)  {  case 1:  this.MyToolWindow = ((ReportGeneratorPlugin.UI.ToolWindow1Control)(target));  return;  case 2:  this.Generate\_Button = ((System.Windows.Controls.Button)(target));    #line 13 "..\..\ToolWindow1Control.xaml"  this.Generate\_Button.Click += new System.Windows.RoutedEventHandler(this.Generate\_Button\_Click);    #line default  #line hidden  return;  case 3:  this.Cancel\_Button = ((System.Windows.Controls.Button)(target));    #line 14 "..\..\ToolWindow1Control.xaml"  this.Cancel\_Button.Click += new System.Windows.RoutedEventHandler(this.Cancel\_Button\_Click);    #line default  #line hidden  return;  case 4:  this.filePath = ((System.Windows.Controls.TextBox)(target));  return;  case 5:  this.Select\_Path\_Button = ((System.Windows.Controls.Button)(target));    #line 18 "..\..\ToolWindow1Control.xaml"  this.Select\_Path\_Button.Click += new System.Windows.RoutedEventHandler(this.Select\_Path\_Button\_Click);    #line default  #line hidden  return;  case 6:  this.fileFormat = ((System.Windows.Controls.ComboBox)(target));    #line 19 "..\..\ToolWindow1Control.xaml"  this.fileFormat.SelectionChanged += new System.Windows.Controls.SelectionChangedEventHandler(this.fileFormat\_SelectionChanged);    #line default  #line hidden  return;  }  this.\_contentLoaded = true;  }  } } |

ToolWindow1Control.g.i.cs:

|  |
| --- |
| #pragma checksum "..\..\ToolWindow1Control.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}" "79EB5FBFF888C92E3DD5DB14F523D66C60FA02D75E6161BDB6900EF393070767" //------------------------------------------------------------------------------ // <auto-generated> // Этот код создан программой. // Исполняемая версия:4.0.30319.42000 // // Изменения в этом файле могут привести к неправильной работе и будут потеряны в случае // повторной генерации кода. // </auto-generated> //------------------------------------------------------------------------------  using Microsoft.VisualStudio.Shell; using System; using System.Diagnostics; using System.Windows; using System.Windows.Automation; using System.Windows.Controls; using System.Windows.Controls.Primitives; using System.Windows.Data; using System.Windows.Documents; using System.Windows.Ink; using System.Windows.Input; using System.Windows.Markup; using System.Windows.Media; using System.Windows.Media.Animation; using System.Windows.Media.Effects; using System.Windows.Media.Imaging; using System.Windows.Media.Media3D; using System.Windows.Media.TextFormatting; using System.Windows.Navigation; using System.Windows.Shapes; using System.Windows.Shell;   namespace ReportGeneratorPlugin.UI {      /// <summary>  /// ToolWindow1Control  /// </summary>  public partial class ToolWindow1Control : System.Windows.Controls.UserControl, System.Windows.Markup.IComponentConnector {      #line 11 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal ReportGeneratorPlugin.UI.ToolWindow1Control MyToolWindow;    #line default  #line hidden      #line 13 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Generate\_Button;    #line default  #line hidden      #line 14 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Cancel\_Button;    #line default  #line hidden      #line 17 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.TextBox filePath;    #line default  #line hidden      #line 18 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Select\_Path\_Button;    #line default  #line hidden      #line 19 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.ComboBox fileFormat;    #line default  #line hidden    private bool \_contentLoaded;    /// <summary>  /// InitializeComponent  /// </summary>  [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  public void InitializeComponent() {  if (\_contentLoaded) {  return;  }  \_contentLoaded = true;  System.Uri resourceLocater = new System.Uri("/ReportGeneratorPlugin.UI;component/toolwindow1control.xaml", System.UriKind.Relative);    #line 1 "..\..\ToolWindow1Control.xaml"  System.Windows.Application.LoadComponent(this, resourceLocater);    #line default  #line hidden  }    [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design", "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability", "CA1502:AvoidExcessiveComplexity")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1800:DoNotCastUnnecessarily")]  void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {  switch (connectionId)  {  case 1:  this.MyToolWindow = ((ReportGeneratorPlugin.UI.ToolWindow1Control)(target));  return;  case 2:  this.Generate\_Button = ((System.Windows.Controls.Button)(target));    #line 13 "..\..\ToolWindow1Control.xaml"  this.Generate\_Button.Click += new System.Windows.RoutedEventHandler(this.Generate\_Button\_Click);    #line default  #line hidden  return;  case 3:  this.Cancel\_Button = ((System.Windows.Controls.Button)(target));    #line 14 "..\..\ToolWindow1Control.xaml"  this.Cancel\_Button.Click += new System.Windows.RoutedEventHandler(this.Cancel\_Button\_Click);    #line default  #line hidden  return;  case 4:  this.filePath = ((System.Windows.Controls.TextBox)(target));  return;  case 5:  this.Select\_Path\_Button = ((System.Windows.Controls.Button)(target));    #line 18 "..\..\ToolWindow1Control.xaml"  this.Select\_Path\_Button.Click += new System.Windows.RoutedEventHandler(this.Select\_Path\_Button\_Click);    #line default  #line hidden  return;  case 6:  this.fileFormat = ((System.Windows.Controls.ComboBox)(target));    #line 19 "..\..\ToolWindow1Control.xaml"  this.fileFormat.SelectionChanged += new System.Windows.Controls.SelectionChangedEventHandler(this.fileFormat\_SelectionChanged);    #line default  #line hidden  return;  }  this.\_contentLoaded = true;  }  } } |

.NETFramework,Version=v4.7.2.AssemblyAttributes.cs:

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| // <autogenerated /> using System; using System.Reflection; [assembly: global::System.Runtime.Versioning.TargetFrameworkAttribute(".NETFramework,Version=v4.7.2", FrameworkDisplayName = ".NET Framework 4.7.2")] |

ToolWindow1Control.g.cs:

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| #pragma checksum "..\..\ToolWindow1Control.xaml" "{8829d00f-11b8-4213-878b-770e8597ac16}" "13866D37EE8BAAF035CC9B155A70FE76A8BA78594C5C1DF1227746A960C02C85" //------------------------------------------------------------------------------ // <auto-generated> // Этот код создан программой. // Исполняемая версия:4.0.30319.42000 // // Изменения в этом файле могут привести к неправильной работе и будут потеряны в случае // повторной генерации кода. // </auto-generated> //------------------------------------------------------------------------------  using Microsoft.VisualStudio.Shell; using System; using System.Diagnostics; using System.Windows; using System.Windows.Automation; using System.Windows.Controls; using System.Windows.Controls.Primitives; using System.Windows.Data; using System.Windows.Documents; using System.Windows.Ink; using System.Windows.Input; using System.Windows.Markup; using System.Windows.Media; using System.Windows.Media.Animation; using System.Windows.Media.Effects; using System.Windows.Media.Imaging; using System.Windows.Media.Media3D; using System.Windows.Media.TextFormatting; using System.Windows.Navigation; using System.Windows.Shapes; using System.Windows.Shell;   namespace ReportGeneratorPlugin.UI {      /// <summary>  /// ToolWindow1Control  /// </summary>  public partial class ToolWindow1Control : System.Windows.Controls.UserControl, System.Windows.Markup.IComponentConnector {      #line 11 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal ReportGeneratorPlugin.UI.ToolWindow1Control MyToolWindow;    #line default  #line hidden      #line 13 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Generate\_Button;    #line default  #line hidden      #line 14 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Cancel\_Button;    #line default  #line hidden      #line 17 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.TextBox filePath;    #line default  #line hidden      #line 18 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.Button Select\_Path\_Button;    #line default  #line hidden      #line 19 "..\..\ToolWindow1Control.xaml"  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1823:AvoidUnusedPrivateFields")]  internal System.Windows.Controls.ComboBox fileFormat;    #line default  #line hidden    private bool \_contentLoaded;    /// <summary>  /// InitializeComponent  /// </summary>  [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  public void InitializeComponent() {  if (\_contentLoaded) {  return;  }  \_contentLoaded = true;  System.Uri resourceLocater = new System.Uri("/ReportGeneratorPlugin.UI;component/toolwindow1control.xaml", System.UriKind.Relative);    #line 1 "..\..\ToolWindow1Control.xaml"  System.Windows.Application.LoadComponent(this, resourceLocater);    #line default  #line hidden  }    [System.Diagnostics.DebuggerNonUserCodeAttribute()]  [System.CodeDom.Compiler.GeneratedCodeAttribute("PresentationBuildTasks", "4.0.0.0")]  [System.ComponentModel.EditorBrowsableAttribute(System.ComponentModel.EditorBrowsableState.Never)]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Design", "CA1033:InterfaceMethodsShouldBeCallableByChildTypes")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Maintainability", "CA1502:AvoidExcessiveComplexity")]  [System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1800:DoNotCastUnnecessarily")]  void System.Windows.Markup.IComponentConnector.Connect(int connectionId, object target) {  switch (connectionId)  {  case 1:  this.MyToolWindow = ((ReportGeneratorPlugin.UI.ToolWindow1Control)(target));  return;  case 2:  this.Generate\_Button = ((System.Windows.Controls.Button)(target));    #line 13 "..\..\ToolWindow1Control.xaml"  this.Generate\_Button.Click += new System.Windows.RoutedEventHandler(this.Generate\_Button\_Click);    #line default  #line hidden  return;  case 3:  this.Cancel\_Button = ((System.Windows.Controls.Button)(target));    #line 14 "..\..\ToolWindow1Control.xaml"  this.Cancel\_Button.Click += new System.Windows.RoutedEventHandler(this.Cancel\_Button\_Click);    #line default  #line hidden  return;  case 4:  this.filePath = ((System.Windows.Controls.TextBox)(target));  return;  case 5:  this.Select\_Path\_Button = ((System.Windows.Controls.Button)(target));    #line 18 "..\..\ToolWindow1Control.xaml"  this.Select\_Path\_Button.Click += new System.Windows.RoutedEventHandler(this.Select\_Path\_Button\_Click);    #line default  #line hidden  return;  case 6:  this.fileFormat = ((System.Windows.Controls.ComboBox)(target));    #line 19 "..\..\ToolWindow1Control.xaml"  this.fileFormat.SelectionChanged += new System.Windows.Controls.SelectionChangedEventHandler(this.fileFormat\_SelectionChanged);    #line default  #line hidden  return;  }  this.\_contentLoaded = true;  }  } } |

AssemblyInfo.cs:

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| using System.Reflection; using System.Runtime.CompilerServices; using System.Runtime.InteropServices;  // General Information about an assembly is controlled through the following  // set of attributes. Change these attribute values to modify the information // associated with an assembly. [assembly: AssemblyTitle("ReportGeneratorPlugin.UI")] [assembly: AssemblyDescription("")] [assembly: AssemblyConfiguration("")] [assembly: AssemblyCompany("")] [assembly: AssemblyProduct("ReportGeneratorPlugin.UI")] [assembly: AssemblyCopyright("")] [assembly: AssemblyTrademark("")] [assembly: AssemblyCulture("")]  // Setting ComVisible to false makes the types in this assembly not visible  // to COM components. If you need to access a type in this assembly from  // COM, set the ComVisible attribute to true on that type. [assembly: ComVisible(false)]  // Version information for an assembly consists of the following four values: // // Major Version // Minor Version  // Build Number // Revision // // You can specify all the values or you can default the Build and Revision Numbers  // by using the '\*' as shown below: // [assembly: AssemblyVersion("1.0.\*")] [assembly: AssemblyVersion("1.0.0.0")] [assembly: AssemblyFileVersion("1.0.0.0")] |

Conclusion: