using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows;

using System.Windows.Controls;

using System.Windows.Data;

using System.Windows.Documents;

using System.Windows.Input;

using System.Windows.Media;

using System.Windows.Media.Imaging;

using System.Windows.Shapes;

namespace PLWPF

{

/// <summary>

/// Logique d'interaction pour exemple.xaml

/// </summary>

public partial class exemple : Window

{

//ecrire instance

// IBl instance= bl.getinstance();

private GuestRequest myVar;

public GuestRequest MyProperty

{

get { return myVar; }

set { myVar = value; }

}

public exemple()

{

InitializeComponent();

this.DataContext = myVar;

}

private void Window\_Loaded(object sender, RoutedEventArgs e)

{

}

private void Button\_Click(object sender, RoutedEventArgs e)

{

/\*

//try catch que si jamais le bl renvoi une erreur

instance.addGuestrequest //ca veut dire va dans bl et soit mafil la fonction add guest request qui elle mm appelle la fonction add guest request de dal

\*/

}

}

}