

Homework 8 – Pop Management

GUI

Description

For this assignment we will write an application to manage a Funko Pop collection.

Specifications

You will need to complete the following:

1. Create a new Project called Funko.
2. Create a Pop object (make sure to override the appropriate methods and operators), the class should contain the following:
 - a. Number (must be ≥ 1)
 - b. Type (non-null, non-empty string)
 - c. Name (non-null, non-empty string)
 - d. Exclusive (Boolean)
 - e. Size (int - 3, 6, or 10 inch)
3. The main form should allow the user to open a delimited file of Funko Pops and save them into a list. The user will have to supply the delimiter used in the list.
4. The main form should have a DataGridView which will contain a bound List of Pop objects. You can bind the list to the data grid view the same way we bind the list to a listbox.
5. Allow the user to Add, Edit, and Delete Pop Items. The Add and Edit should have its own form, the Delete should ask for confirmation.
6. NOTE – when you add a new Pop, make sure it is not a duplicate!
7. Finally, allow the user to Save the list back to a file. In this case, allow the user to choose the delimiter they wish to use.

Documentation

You will create a document (.docx, .rtf, .pdf) which contains the following:

- Your name and assignment.
- A screenshot of your form running with at least one test case per CRUD operation – show the file with different delimiters.
- Explain the purpose of the using statement, what problem does it solve.
- Explain the methods from object we must override and why.
- Explain the virtual keyword and why it is used.

What to Submit

You need to submit your entire solution folder (zipped) and your document. **DO NOT** zip your document. Make sure your document is in the correct format and all your files include your name and assignment.