User interface design

in C#, with Windows Presentation Foundation (WPF)

# Lab 2 – Attaching interfaces to data – the small-project way

## Functional Goal

Connect elements in the user interface to data from TheTVDB.com to provide basic application functionality. Save program state across sessions.

## Learning Goals

* Begin to understand C# DataBinding

## Prerequisites

* You’ll need to install Visual Studio (2012 Ultimate was used to create this lab) from the MSDN/DreamSpark service on ANGEL’s RosePortal.
* Code from Lab1 (a complete version may be available from your instructor)
* A basic understanding of serialization

## Submission Instructions

Submit answers to the **3** questions in this lab as a .pdf to the appropriate Moodle submission form.

## Get started: Reference the TVDB API for C#

1. Go to <http://code.google.com/p/tvdblib/downloads/list> and download the most recent version of the library (the rar, not the exe).
2. In the downloaded file, located Library\bin\TvdbLib.dll and extract it to your solution, in a new folder called ”References”.
3. Open your solution in Visual Studio.
4. Right-click on the MyTVCompanion **project** (not the solution) and choose Add References. In the tree on the left, select Browse, then click Browse… near the bottom to locate the extracted file.
5. Click OK.

## Get started, part 2: Connect to the TVDB API

1. Create a user account at <http://www.thetvdb.com>. Once you’ve logged in, click account on the navigation bar.
2. Register for an API key at <http://thetvdb.com/?tab=apiregister> and make a note of it. If you forget it, visit <http://thetvdb.com/?tab=userinfo>.
3. In App.xaml:
   1. Create a new property of type TvdbHandler called TvdbHandler.
      1. Protip: before the App() constructor, type prop and press Tab to let Visual Studio build you a template. These are called Snippets, and they’re quite helpful.

TvdbHandler = new TvdbHandler("49FF3082EF06CF50");

* 1. In the constructor, assign a new instance of TvdbHandler using the API-key only constructor.

## Serialize: Prepare and persist a data structure for TV series storage

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