

CSE 382
Exercise - Data Bindings

Use the project `Bindings` as the starting point for this exercise. In all of your work, you should be using data bindings to perform the given task. Do NOT simply define an event handler to manually transfer values into a control

Your video submission should demonstrate your working projects. Do this for all tabs. Then, show the XAML for C2C and 1W2S and also show that the two corresponding C# files do not contain event handlers. Strive to make your video to be at most 2 minutes long.

- On the **C2C** tab, make the following change:
 - Add a picker to the top of the GUI, with at least 3 options.
 - Add a label that is automatically updated to the picker's `SelectedItem`.
 - Add a label that is automatically updated to the picker's `SelectedIndex`.
- On the **1W2S** tab, make the following change:
 - Add a new label that displays the current scale only.
- On the **V2C** tab, make the following change:
 - Put two new labels on the GUI
 - Create a class named `MyPoint`. This will have two floating point numbers to represent (x, y) on the 2D grid. Put one of these objects into the `VariableToControlBinding` class definition.
 - In the existing timer, add additional code to put a random number into the x and y values.
 - The two labels from the first step should automatically be updated without explicitly using the label's `Text` property.