

# REFLECTION

For our fifth assignment, we learned how to use RelayCommand and extend an IClosable interface to associate commands with methods to open and close windows and how to send information from a child window to update the view of their parent window. I also feel that we got more practice with events and event handlers -- in this case, we sent information through our MessageMember class rather than a StockNotification as in the previous lab after certain events occurred. In the case of updating or adding, we send this info from the respective child windows's ViewModel (AddViewModel or ChangeViewWindow) using the Messenger library to send a message (in the form of a MessageMember instance for example) to the parent window's ViewModel (MainViewModel), updating and saving the Member database, and in turn, updating our View (MainWindow). We did the same with deleting, but vice versa. I think this lab really solidified our understanding of the MVVM pattern as well and got us more accustomed on how to send information back and forth between the View and ViewModels as well as between the parent ViewModel and its children ViewModels. Some problems we ran into had to do with the database and making sure we updated and saved the database after adding, updating or deleting at runtime which we solved by making sure to let the MainViewModel know that this event occurred by sending it a message ("Update" or "Add" in this case) through a MessageMember instance to also include information to add or update to the database of Members. Another problem I ran into while working on the ChangeWindow was getting the information of the SelectedMember from its parent window to autofill the ChangeWindow's input boxes.

My partner and I were able to solve this by making sure to send a message from the MainViewModel to the ChangeViewModel in the MainViewModel's ChangeMethod (or as soon as the MainWindow switches to ChangeWindow) via a Member instance to send the information the ChangeWindow needed about the SelectedMember (since SelectedMember was an object of type Member) and register the ChangeViewModel to that event using the Messenger library.

## **% of CONTRIBUTIONS:**

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- 100%

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- 100%