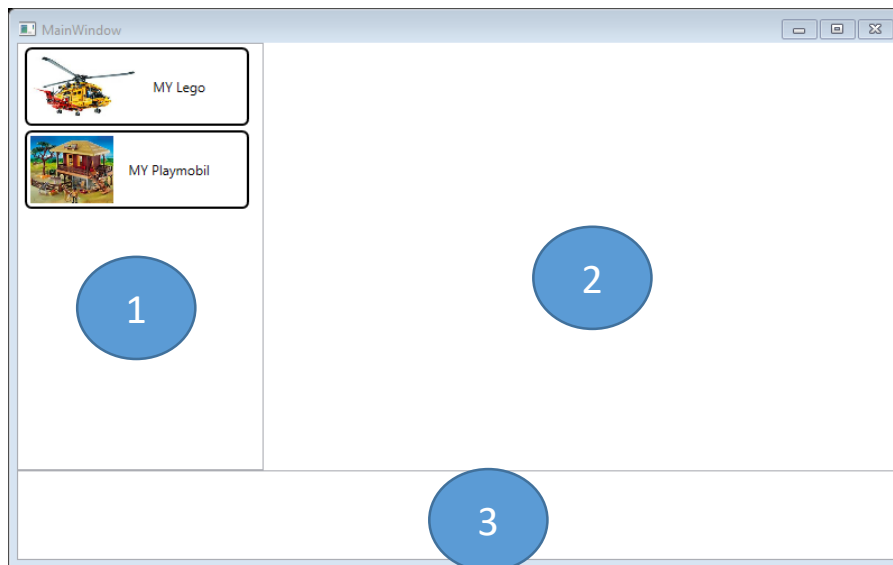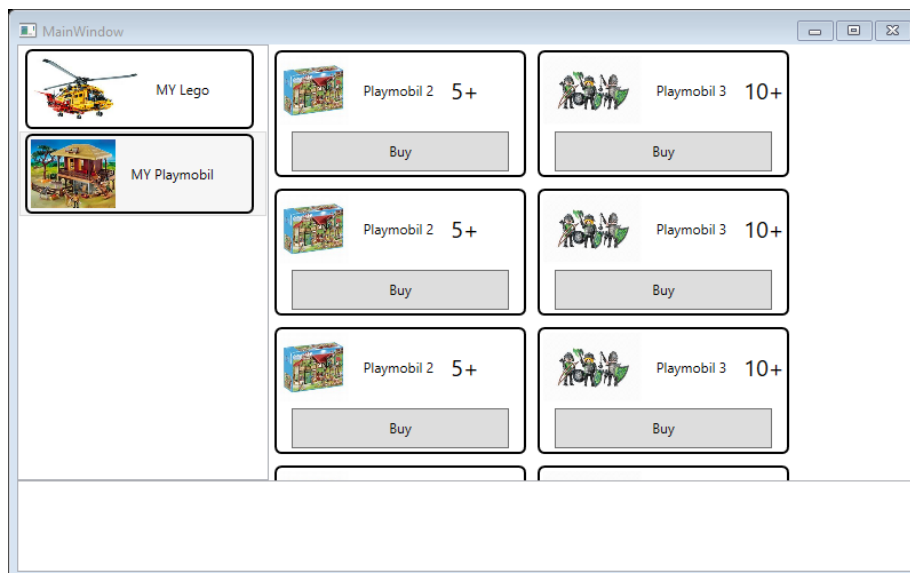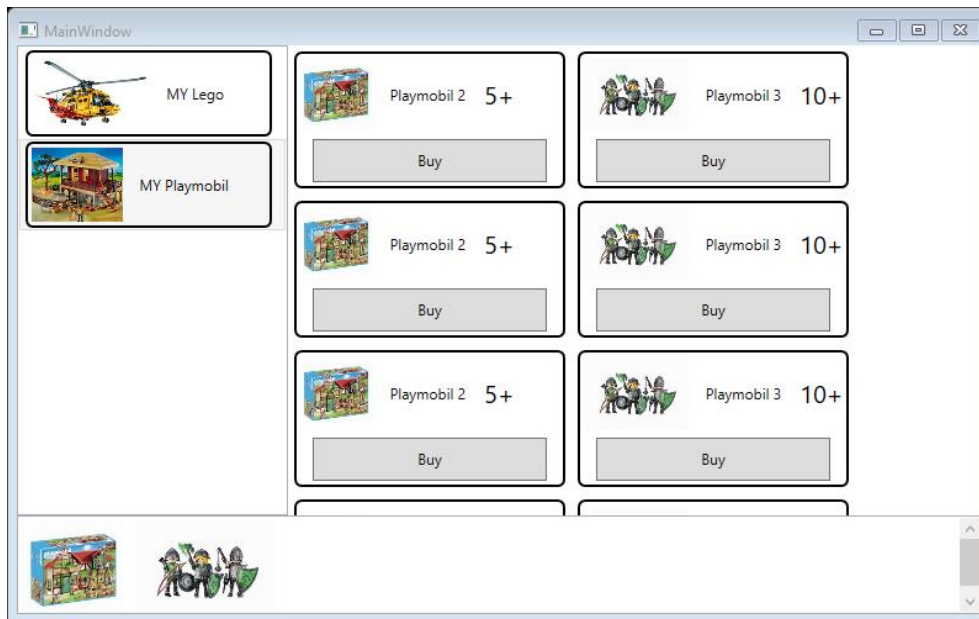# Dojo 6 Description

Create an application which enables users to select a category form a list (1). After that selection the user can choose toys from a second list (2) which could be put into a 3rd list which represents a wish list (3). All lists are using the same data structures but different templates to visualize the items.

GUI before selection of a group.

GUI after picking a group. The details are shown in a WrapPanel (override ItemPanelTemplate). After the user clicks on the Buy button the package is added to the 3rd list.

The Items provide the following data:

- Description
- Image
- Age recommendation

Playmobil and lego are toys, in case that you do not know one of them ;-)

One tricky part is to point the Command of the Button to the MainViewModel and not to the ItemVm itself. Here you can use a RelativeSource statement in your databinding:

```
<Button Content="Buy"
        Command="{Binding DataContext.BuyBtnClickedCmd, RelativeSource={RelativeSource AncestorType=ItemsControl}}"
        CommandParameter="{Binding}"
```

BuyBtnClickCmd is a property in the MainViewModel class. The command uses a CommandParameter to provide the Item which was clicked.

Implementations of the Webcast are available in the REPO (LegoCatalog and PlaymobilCatalog projects)

Reference Implementation will be available at:

http://wi-collaboration.technikum-wien.at:8088/svn/SwaCodeSamples/CodingDojo56

via SVN