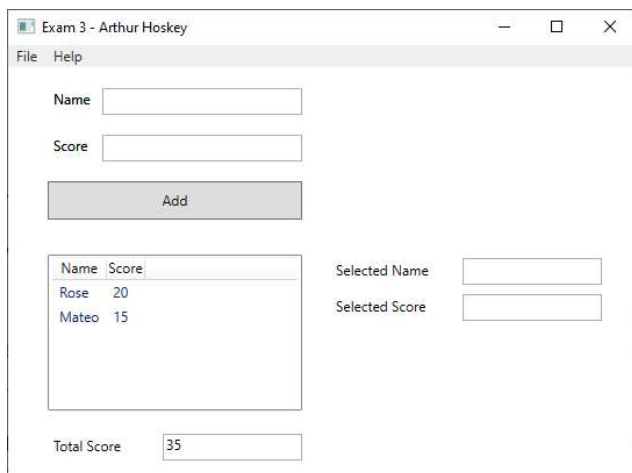


BCS 426 Exam 3 – In Class

Overview

Create a new Visual Studio WPF solution. Do not take an existing solution and make changes to it. You will not receive any credit if you use an existing solution. It should be a completely new solution. You must submit your whole Visual Studio solution as a zip file by the end of the class period.

The application will display score data for a player. Here is a screenshot of the application (other screenshots below):



Here are the application details:

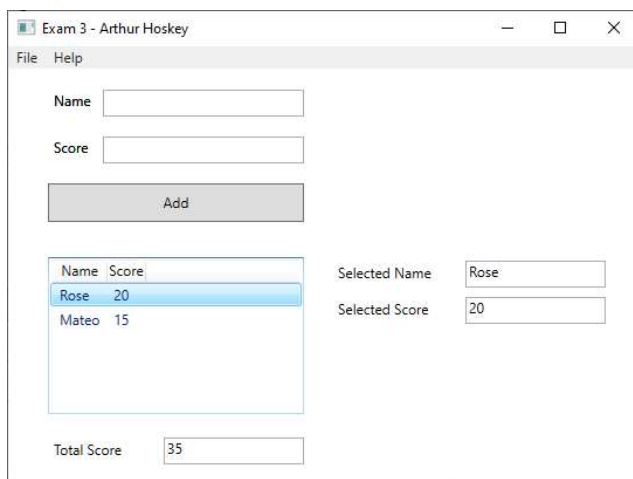
- Create a Player class with auto-implemented properties for the following:
Name(string), Score(int)
- Add the following Player data to the ListView in the Window Loaded event:
Rose, 20
Mateo, 15
- When the user presses the add button it should create a new Player instance with data taken from the TextBoxes at the top of the screen. It should clear the TextBoxes after adding the new data. The new Player instance should be added to the ListView. Make sure to update the total score (screenshot below).
- The total score is the total of all player scores in the ListView. This should be updated after player data is added to the ListView. So you need to do this when the window is loaded and when the Add button is pressed (screenshot below).
- When the user presses an item in the ListView it should display the selected item's data in the TextBoxes to the right of the ListView (screenshot below).
- There should be a menu at the top of the screen (screenshots below). Here are the items:
 - File
 - Save

- Separator
- Exit
- Help
 - About

When the user presses the Save menu item it should save all Player data to a file using a StreamWriter (you can hardcode the name of the file). Exit should close the application. About should show the developer name (that is your name).

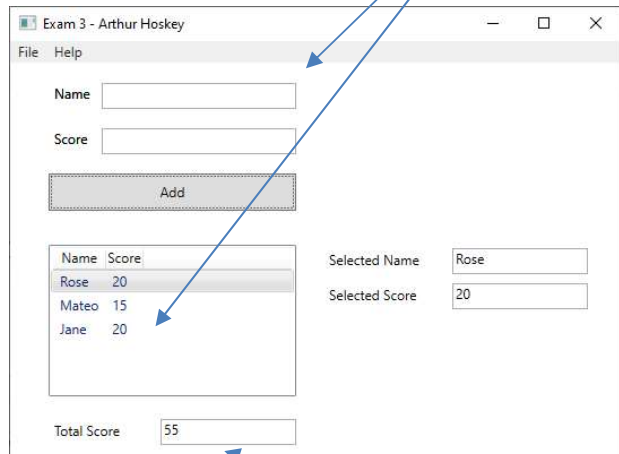
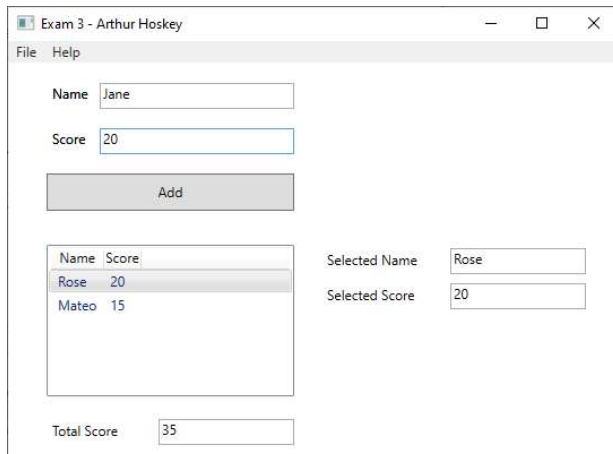
- Read Only. The following TextBoxes should be read only: Selected Name, Select Score, and Total Score.
- Set the window title to Exam 3 - <Your Name Goes Here>.

Here is a screenshot of a ListView item being selected:



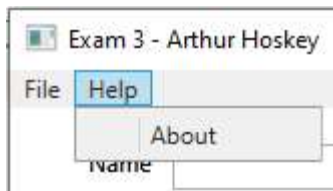
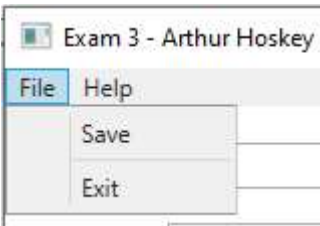
New item added to the ListView and TextBoxes cleared

Here are screenshots of adding a new item (before and after pressing Add Button):



Total was updated to reflect the new ListView item being added

Here are screenshots of the menus:



Grading

- 25% WPF GUI
- 20% Add Player Button Event Handling
- 20% ListView Item Selection Event Handling
- 10% Total Score Calculation
 - 5% Save Menu Item Event Handling
 - 5% Exit Menu Item Event Handling
 - 5% About Menu Item Event Handling
- 5% Window Title
- 5% Read Only