

BCS 450 C# Lab – WPF Menu

Overview

Create a project in C# using Visual Studio. You will write a WPF application that contains a menu.

Part 1 – Create the project

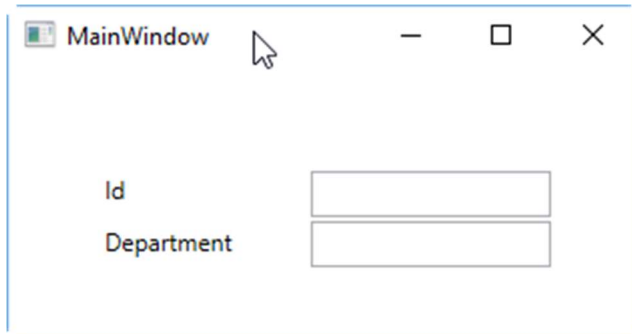
Create a C# console application in Visual Studio. Name the project Lab-Menu.

Part 2 – Data controls

Add controls for the user to display data. You will need the following:

- Two Labels. Create the following labels: "Id", "Department". They should be placed one above the next (vertically).
- Two TextBoxes. One each for the id and department. Change the Name property of each TextBox to something meaningful. For example, idTextBox.

Here is a screen shot:



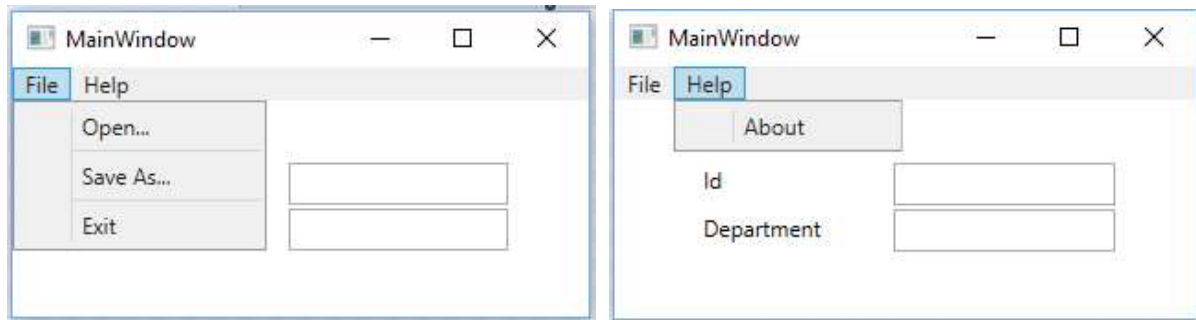
Part 3 – Menu

Add a Menu control and menu items to the window. The hierarchy of menu items should be the following:

- File
 - Open...
 - Separator
 - Save As...
 - Separator
 - Exit
- Help

- About...

Here are screen shots of the menus:



Part 4 – Create an Employee class

Create a new class named Employee. This class should have two auto-implemented properties. One property for id and the other for department. You can use strings for both to make the program easier to code overall.

Part 5 – Create an input file

Create a new input file. It should contain two lines of data. The first line should be the id and the second should be the department. For example:

```
101  
Sales
```

Part 6 – Menu Event Handlers

Add event handlers for Open, Save As, Exit, and About. When you initially create the event handlers just display a MessageBox showing which menu item was chosen.

The handlers should do the following when completely finished:

- Open – It should use an OpenFileDialog to get the user filename. Once you get the filename you should open the file and read in the id and department. Take the id that was read in and display it in the id TextBox. Take the department that was read in and display it in the department TextBox.
- Save As – It should use a SaveFileDialog to get the user filename. Once you get the filename open an output file and write the id and department to that file.
- Exit – Should close the application.
- About – Display a MessageBox with the developer's name (that's you).

Part 6 – Test the program

Run the program. Use the open menu item to read data in from a file. Use the Save As menu item to save data to a new file. Use the Exit menu option to close the application.

You should restart the program after you close it and use the Open menu item on the file you created using Save As.

Part 7 – Update the application

Do the following:

- Add keyboard shortcuts to the menu items.
- Have the OpenFileDialog and SaveFileDialog initially open in the current working directory.
- Change the title that appears in the title bar. It should be a combination of a meaningful filename and the currently open file. Whenever you open a file update the title so that it reflects the file that has been opened. For example:
Employee – Emp.txt
- Add a suitable icon to the application.