

ProjektWPFDoc

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1 Namespace Index	1
1.1 Package List	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 File Index	7
4.1 File List	7
5 Namespace Documentation	9
5.1 ProjektWPF Namespace Reference	9
6 Class Documentation	11
6.1 ProjektWPF.AddAppointmentWindow Class Reference	11
6.1.1 Detailed Description	11
6.1.2 Constructor & Destructor Documentation	11
6.1.2.1 AddAppointmentWindow()	12
6.1.3 Member Function Documentation	12
6.1.3.1 CancelButton_Click()	12
6.1.3.2 ConfirmButton_Click()	12
6.1.3.3 Window_Loaded()	12
6.2 ProjektWPF.AddPetWindow Class Reference	13
6.2.1 Detailed Description	13
6.2.2 Constructor & Destructor Documentation	13
6.2.2.1 AddPetWindow()	13
6.2.3 Member Function Documentation	14
6.2.3.1 CancelButton_Click()	14
6.2.3.2 ConfirmButton_Click()	14
6.2.3.3 Window_Loaded()	14
6.3 ProjektWPF.App Class Reference	15
6.3.1 Detailed Description	15
6.4 ProjektWPF.ApplicationDbContext Class Reference	15
6.4.1 Constructor & Destructor Documentation	16
6.4.1.1 ApplicationDbContext()	16
6.4.2 Property Documentation	16
6.4.2.1 Appointments	16
6.4.2.2 Doctors	16
6.4.2.3 Pets	16
6.4.2.4 Species	16
6.5 ProjektWPF.MainWindow Class Reference	17
6.5.1 Detailed Description	17

6.5.2 Constructor & Destructor Documentation	17
6.5.2.1 MainWindow()	17
6.5.3 Member Function Documentation	17
6.5.3.1 AddAppointmentButton_Click()	17
6.5.3.2 AddPetButton_Click()	18
7 File Documentation	19
7.1 D:/Programming/Programs/ProjektWPF/AddAppointmentWindow.xaml.cs File Reference	19
7.2 D:/Programming/Programs/ProjektWPF/AddPetWindow.xaml.cs File Reference	19
7.3 D:/Programming/Programs/ProjektWPF/App.xaml.cs File Reference	19
7.4 D:/Programming/Programs/ProjektWPF/ApplicationDbContext.cs File Reference	20
7.5 D:/Programming/Programs/ProjektWPF/AssemblyInfo.cs File Reference	20
7.6 D:/Programming/Programs/ProjektWPF/MainWindow.xaml.cs File Reference	20

Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

ProjektWPF	9
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Application	
ProjektWPF.App	15
DbContext	
ProjektWPF.ApplicationDbContext	15
Window	
ProjektWPF.AddAppointmentWindow	11
ProjektWPF.AddPetWindow	13
ProjektWPF.MainWindow	17

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ProjektWPF.AddAppointmentWindow	
Interaction logic for AddAppointmentWindow.xaml	11
ProjektWPF.AddPetWindow	
Interaction logic for AddPetWindow.xaml	13
ProjektWPF.App	
Interaction logic for App.xaml	15
ProjektWPF.ApplicationDbContext	15
ProjektWPF.MainWindow	
Interaction logic for MainWindow.xaml	17

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

D:/Programming/Programs/ProjektWPF/AddAppointmentWindow.xaml.cs	19
D:/Programming/Programs/ProjektWPF/AddPetWindow.xaml.cs	19
D:/Programming/Programs/ProjektWPF/App.xaml.cs	19
D:/Programming/Programs/ProjektWPF/ApplicationDbContext.cs	20
D:/Programming/Programs/ProjektWPF/AssemblyInfo.cs	20
D:/Programming/Programs/ProjektWPF/MainWindow.xaml.cs	20

Chapter 5

Namespace Documentation

5.1 ProjektWPF Namespace Reference

Classes

- class [AddAppointmentWindow](#)
Interaction logic for AddAppointmentWindow.xaml
- class [AddPetWindow](#)
Interaction logic for AddPetWindow.xaml
- class [App](#)
Interaction logic for App.xaml
- class [ApplicationDbContext](#)
- class [MainWindow](#)
Interaction logic for MainWindow.xaml

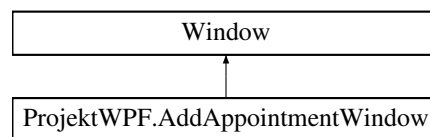
Chapter 6

Class Documentation

6.1 ProjektWPF.AddAppointmentWindow Class Reference

Interaction logic for AddAppointmentWindow.xaml

Inheritance diagram for ProjektWPF.AddAppointmentWindow:



Public Member Functions

- [AddAppointmentWindow](#) ()
- void [Window_Loaded](#) (object sender, RoutedEventArgs e)
AddAppointmentWindow.Loaded event. It's called after instance have been loaded to get from database Pets and Doctors entries.
- void [CancelButton_Click](#) (object sender, RoutedEventArgs e)
CancelButton.Click event. Closes [AddAppointmentWindow](#) instance.
- void [ConfirmButton_Click](#) (object sender, RoutedEventArgs e)
ConfirmButton.Click event. Adds new appointment entry to database based on input controls in [AddAppointmentWindow](#) instance and closes it.

6.1.1 Detailed Description

Interaction logic for AddAppointmentWindow.xaml

6.1.2 Constructor & Destructor Documentation

6.1.2.1 AddAppointmentWindow()

```
ProjektWPF.AddAppointmentWindow.AddAppointmentWindow ( )
```

6.1.3 Member Function Documentation

6.1.3.1 CancelButton_Click()

```
void ProjektWPF.AddAppointmentWindow.CancelButton_Click (
    object sender,
    RoutedEventArgs e )
```

CancelButton.Click event. Closes [AddAppointmentWindow](#) instance.

Parameters

<i>sender</i>	
<i>e</i>	

6.1.3.2 ConfirmButton_Click()

```
void ProjektWPF.AddAppointmentWindow.ConfirmButton_Click (
    object sender,
    RoutedEventArgs e )
```

ConfirmButton.Click event. Adds new appointment entry to database based on input controls in [AddAppointmentWindow](#) instance and closes it.

Parameters

<i>sender</i>	
<i>e</i>	

6.1.3.3 Window_Loaded()

```
void ProjektWPF.AddAppointmentWindow.Window_Loaded (
    object sender,
    RoutedEventArgs e )
```

AddAppointmentWindow.Loaded event. It's called after instance have been loaded to get from database Pets and Doctors entries.

Parameters

<i>sender</i>	
<i>e</i>	

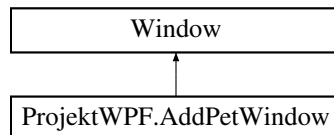
The documentation for this class was generated from the following file:

- [D:/Programming/Programs/ProjektWPF/AddAppointmentWindow.xaml.cs](#)

6.2 ProjektWPF.AddPetWindow Class Reference

Interaction logic for AddPetWindow.xaml

Inheritance diagram for ProjektWPF.AddPetWindow:



Public Member Functions

- [AddPetWindow](#) ()
- void [Window_Loaded](#) (object sender, RoutedEventArgs e)
AddPetWindow.Loaded event. It's called after instance have been loaded to get from database Species entries.
- void [CancelButton_Click](#) (object sender, RoutedEventArgs e)
CancelButton.Click event. It closes [AddPetWindow](#) instance.
- void [ConfirmButton_Click](#) (object sender, RoutedEventArgs e)
ConfirmButton.Click event. Adds new pet entry to database based on input controls in [AddPetWindow](#) instance and closes it.

6.2.1 Detailed Description

Interaction logic for AddPetWindow.xaml

6.2.2 Constructor & Destructor Documentation

6.2.2.1 AddPetWindow()

```
ProjektWPF.AddPetWindow.AddPetWindow ( )
```

6.2.3 Member Function Documentation

6.2.3.1 CancelButton_Click()

```
void ProjektWPF.AddPetWindow.CancelButton_Click (
    object sender,
    RoutedEventArgs e )
```

CancelButton.Click event. It closes [AddPetWindow](#) instance.

Parameters

<i>sender</i>	
<i>e</i>	

6.2.3.2 ConfirmButton_Click()

```
void ProjektWPF.AddPetWindow.ConfirmButton_Click (
    object sender,
    RoutedEventArgs e )
```

ConfirmButton.Click event. Adds new pet entry to database based on input controls in [AddPetWindow](#) instance and closes it.

Parameters

<i>sender</i>	
<i>e</i>	

6.2.3.3 Window_Loaded()

```
void ProjektWPF.AddPetWindow.Window_Loaded (
    object sender,
    RoutedEventArgs e )
```

AddPetWindow.Loaded event. It's called after instance have been loaded to get from database Species entries.

Parameters

<i>sender</i>	
<i>e</i>	

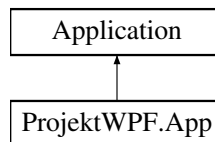
The documentation for this class was generated from the following file:

- [D:/Programming/Programs/ProjektWPF/AddPetWindow.xaml.cs](#)

6.3 ProjektWPF.App Class Reference

Interaction logic for App.xaml

Inheritance diagram for ProjektWPF.App:



6.3.1 Detailed Description

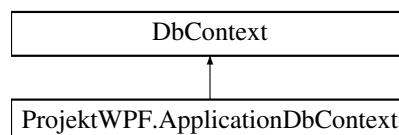
Interaction logic for App.xaml

The documentation for this class was generated from the following file:

- [D:/Programming/Programs/ProjektWPF/App.xaml.cs](#)

6.4 ProjektWPF.ApplicationDbContext Class Reference

Inheritance diagram for ProjektWPF.ApplicationDbContext:



Public Member Functions

- [ApplicationDbContext](#) (`DbContextOptions< ApplicationDbContext > options`)

Properties

- `DbSet< SpeciesModel > Species` [get, set]
- `DbSet< PetModel > Pets` [get, set]
- `DbSet< DoctorModel > Doctors` [get, set]
- `DbSet< AppointmentModel > Appointments` [get, set]

6.4.1 Constructor & Destructor Documentation

6.4.1.1 ApplicationDbContext()

```
ProjektWPF.ApplicationDbContext.ApplicationDbContext (
    DbContextOptions< ApplicationDbContext > options )
```

6.4.2 Property Documentation

6.4.2.1 Appointments

```
DbSet<AppointmentModel> ProjektWPF.ApplicationDbContext.Appointments [get], [set]
```

6.4.2.2 Doctors

```
DbSet<DoctorModel> ProjektWPF.ApplicationDbContext.Doctors [get], [set]
```

6.4.2.3 Pets

```
DbSet<PetModel> ProjektWPF.ApplicationDbContext.Pets [get], [set]
```

6.4.2.4 Species

```
DbSet<SpeciesModel> ProjektWPF.ApplicationDbContext.Species [get], [set]
```

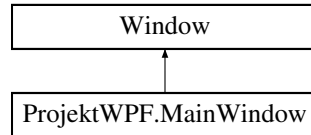
The documentation for this class was generated from the following file:

- D:/Programming/Programs/ProjektWPF/[ApplicationDbContext.cs](#)

6.5 ProjektWPF.MainWindow Class Reference

Interaction logic for MainWindow.xaml

Inheritance diagram for ProjektWPF.MainWindow:



Public Member Functions

- [MainWindow](#) ()

Private Member Functions

- void [AddAppointmentButton_Click](#) (object sender, RoutedEventArgs e)
AddAppointmentButton.Click event. Creates new [AddAppointmentWindow](#) instance and shows it.
- void [AddPetButton_Click](#) (object sender, RoutedEventArgs e)
AddPetButton.Click event. Creates new [AddPetWindow](#) instance and shows it.

6.5.1 Detailed Description

Interaction logic for MainWindow.xaml

6.5.2 Constructor & Destructor Documentation

6.5.2.1 MainWindow()

```
ProjektWPF.MainWindow.MainWindow ( )
```

6.5.3 Member Function Documentation

6.5.3.1 AddAppointmentButton_Click()

```
void ProjektWPF.MainWindow.AddAppointmentButton_Click (  
    object sender,  
    RoutedEventArgs e ) [private]
```

AddAppointmentButton.Click event. Creates new [AddAppointmentWindow](#) instance and shows it.

Parameters

<i>sender</i>	
<i>e</i>	

6.5.3.2 AddPetButton_Click()

```
void ProjektWPF.MainWindow.AddPetButton_Click (
    object sender,
    RoutedEventArgs e ) [private]
```

AddPetButton.Click event. Creates new [AddPetWindow](#) instance and shows it.

Parameters

<i>sender</i>	
<i>e</i>	

The documentation for this class was generated from the following file:

- [D:/Programming/Programs/ProjektWPF/MainWindow.xaml.cs](#)

Chapter 7

File Documentation

7.1 D:/Programming/Programs/ProjektWPF/AddAppointmentWindow.xaml.cs File Reference

Classes

- class [ProjektWPF.AddAppointmentWindow](#)
Interaction logic for AddAppointmentWindow.xaml

Namespaces

- namespace [ProjektWPF](#)

7.2 D:/Programming/Programs/ProjektWPF/AddPetWindow.xaml.cs File Reference

Classes

- class [ProjektWPF.AddPetWindow](#)
Interaction logic for AddPetWindow.xaml

Namespaces

- namespace [ProjektWPF](#)

7.3 D:/Programming/Programs/ProjektWPF/App.xaml.cs File Reference

Classes

- class [ProjektWPF.App](#)
Interaction logic for App.xaml

Namespaces

- namespace [ProjektWPF](#)

7.4 D:/Programming/Programs/ProjektWPF/ApplicationDbContext.cs File Reference

Classes

- class [ProjektWPF.ApplicationDbContext](#)

Namespaces

- namespace [ProjektWPF](#)

7.5 D:/Programming/Programs/ProjektWPF/AssemblyInfo.cs File Reference

7.6 D:/Programming/Programs/ProjektWPF/MainWindow.xaml.cs File Reference

Classes

- class [ProjektWPF.MainWindow](#)
Interaction logic for MainWindow.xaml

Namespaces

- namespace [ProjektWPF](#)