```
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Text;
 4  using System.Windows;
 5  using System.Windows.Controls;
 6  using System.Windows.Data;
 7  using System.Windows.Documents;
 8  using System.Windows.Input;
 9  using System.Windows.Media;
10  using System.Windows.Media.Imaging;
11  using System.Windows.Navigation;
12  using System.Windows.Shapes;
13
14
15  /*
16   * Title:   PageActivity CS
17   * Author:  Paul McKillop
18   * Date:    March 2020
19   * Purpose: Code behind for functionality
20   */
21
22
23  namespace GymTrackingV
24  {
25      /// <summary>
26      /// Interaction logic for PagePerson.xaml
27      /// </summary>
28      public partial class PagePerson : Page
29      {
30          internal bool formDataValid = false;
31
32          public PagePerson()
33          {
34              InitializeComponent();
35
36              ClearControls();
37
38              //-- DEBUG Data. Remove on completion
39              //PersonNameTextBox.Text = "Paul";
40              //PersonAgeTextBox.Text = "67";
41              //PersonWeightTextBox.Text = "170";
42          }
43
44          /// <summary>
45          /// Events raised on click
46          /// </summary>
47          /// <param name="sender"></param>
48          /// <param name="e"></param>
49          private void PagePersonClearButton_Click(object sender,
              RoutedEventArgs e)
50          {
51              ClearControls();
52          }
53
54          private void ActivitiesButton_Click(object sender, RoutedEventArgs e)
55          {
```

```
56              //-- Get the form's data by using private method below
57              //-- populate a Person object with the data gathered to pass on
58              //-- to page PageActivity
59              var personData = HarvestData();
60              //-- Form data valid?
61              if (formDataValid)
62              {
63                  //-- Now have the data required.
64                  //-- can pass this to the Activity page
65                  //-- Include as an argument on the Navigate method
66                  var pageActivity = new PageActivity(personData);
67                  this.NavigationService.Navigate(pageActivity);
68              }
69          }
70
71          /// <summary>
72          /// Clears the interface controls and sets up for new
73          /// data entry
74          /// </summary>
75          private void ClearControls()
76          {
77              PersonNameTextBox.Text = string.Empty;
78              PersonAgeTextBox.Text = string.Empty;
79              PersonWeightTextBox.Text = string.Empty;
80
81              //-- set focus to name box. Logical GUI control.
82              //-- Help the user where you can.
83              PersonNameTextBox.Focus();
84          }
85
86          private Person HarvestData()
87          {
88              //-- data handler variables
89              var tempPerson = new Person();
90              var countOfValidFields = 0;
91
92              //-- set the rule in one place
93              var requiredValidFields = 3;
94
95              //-- Use Try .. Catch
96              try
97              {
98                  //-- validate the name data and assign if there
99                  if (!string.IsNullOrEmpty(PersonNameTextBox.Text))
100                 {
101                     tempPerson.PersonName = PersonNameTextBox.Text;
102                     countOfValidFields += 1;
103                 }
104                 else
105                 {
106                     MessageBox.Show("You must enter a name");
107                 }
108
109                 //-- validate the Age data
110                 if (!string.IsNullOrEmpty(PersonAgeTextBox.Text))
111                 {
```

```
112                     tempPerson.Age = Convert.ToInt32(PersonAgeTextBox.Text);
113                     countOfValidFields += 1;
114                 }
115                 else
116                 {
117                     MessageBox.Show("You must enter your Age");
118 
119                 }
120 
121                 //-- Validate the weight data
122                 if (!string.IsNullOrEmpty(PersonWeightTextBox.Text))
123                 {
124                     tempPerson.Weight = float.Parse(PersonWeightTextBox.Text);
125                     countOfValidFields += 1;
126                 }
127                 else
128                 {
129                     MessageBox.Show("You must enter your Weight");
130                 }
131 
132             }
133             catch (Exception)
134             {
135 
136                 throw;
137             }
138 
139             //-- Check if all required data present.
140             if (countOfValidFields == requiredValidFields)
141             {
142                 formDataValid = true;
143                 return tempPerson;
144             }
145             else
146             {
147                 MessageBox.Show("Form data is not valid");
148                 PersonNameTextBox.Focus();
149             }
150 
151             return tempPerson;
152 
153         }
154 
155     }
156 }
157 
```