

```
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  * Title:    Code behind PageDetails
16  * Author:   Paul McKillop
17  * Date:    230302020
18  * Purpose: Manipulate and process data
19  */
20
21 namespace SignatureGeneratorV
22 {
23     /// <summary>
24     /// Interaction logic for PageDetails.xaml
25     /// </summary>
26     public partial class PageDetails : Page
27     {
28         //-- Handler variables. Global in the module
29         internal string forename = string.Empty;
30         internal string surname = string.Empty;
31         internal string userstring = string.Empty;
32
33         //-- Validity tracking
34         internal bool forenameData;
35         internal bool surnameData;
36         internal bool userStringData;
37         internal bool stringValid = false;
38
39         public PageDetails()
40         {
41             InitializeComponent();
42         }
43
44         //-- Event raised by button ClearButton
45         private void ClearButton_Click(object sender, RoutedEventArgs e)
46         {
47             ClearControls();
48         }
49
50         //-- Event raised by SummaryButton
51         private void SummaryButton_Click(object sender, RoutedEventArgs e)
52         {
53
54
55         }
56     }
```

```
57      /// <summary>
58      /// Harvest form data
59      /// </summary>
60      /// <returns></returns>
61      private bool HarvestData()
62      {
63          forenameData = false;
64
65          //-- Object to hold data
66          FormData formData = new FormData();
67          int dataPresent = 0;
68          bool allData = false;
69
70          // Forename
71          if (ForenameTextBox.Text != "")
72          {
73              formData.Forename = ForenameTextBox.Text;
74              forenameData = true;
75              dataPresent++;
76          }
77          else
78          {
79              MessageBox.Show("You must enter a Forename");
80              forenameData = false;
81          }
82
83          // Surname
84          if (SurnameTextBox.Text != "")
85          {
86              formData.Surname = SurnameTextBox.Text;
87              surnameData = true;
88              dataPresent++;
89          }
90          else
91          {
92              MessageBox.Show("You must enter a Surname");
93              surnameData = false;
94          }
95
96          // User string
97          if (UserStringTextBox.Text != "")
98          {
99              //-- get what's in the text box
100              formData.UserString = UserStringTextBox.Text;
101              //-- Length check
102              if (formData.UserString.Length >= UtilityZGlobals.LengthRule
103                  ())
104              {
105                  userStringData = true;
106                  dataPresent++;
107              }
108              else
109              {
110                  //-- report length error
111                  MessageBox.Show("The user entered string does not meet
112                      length rule");
```

```
111         userStringData = false;
112     }
113
114     }
115     else
116     {
117         MessageBox.Show("You must enter a Key String");
118         userStringData = false;
119     }
120
121
122     if (dataPresent == 3)
123     {
124         //-- All is wonderful
125         forename = formData.Forename;
126         surname = formData.Surname;
127         userstring = formData.UserString;
128
129         allData = true;
130     }
131     else
132     {
133         //-- There are data missing
134         allData = false;
135     }
136
137     return allData;
138 }
139
140 /// <summary>
141 /// Clear controls and set focus to ForenameTextBox
142 /// </summary>
143 private void ClearControls()
144 {
145     ForenameTextBox.Text = "";
146     SurnameTextBox.Text = "";
147     UserStringTextBox.Text = "";
148
149     ForenameTextBox.Focus();
150 }
151
152
153 /// <summary>
154 /// Private class for data manipulation during validation and harvest
155 /// </summary>
156 private class FormData
157 {
158     public string Forename { get; set; }
159     public string Surname { get; set; }
160     public string UserString { get; set; }
161 }
162 }
163 }
164
```