

```
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 using FlooringCalculator.Models;
14
15 /*
16  * Title:   PageDataEntry
17  * Author:  Paul McKillop
18  * Date:    November 2020
19  * Purpose: Code behind for page
20  */
21
22 /* *****
23  * COMPLETION SEQUENCE
24  * *****
25  *
26  * This is the most detailed of all the processes.
27  * The order is important because of the dependency of
28  * some methods on others that must already be created.
29  *
30  * Video 24
31  * 00. Check all Gui controls have names
32  * 01. Directive for models
33  * 02. Gui control methods
34  *     a) Clear button
35  *     b) Calculate button
36  *     c) Combo OnLoaded
37  *     d) Combo OnSelectionChanged
38  * 03. Handler data variables
39  * 04. Assignment data for testing
40  * 05. Call assignment data in Page constructor
41  * Video 25
42  * 06. Create a list of tiles for Combo control
43  * 07. Complete combo OnLoaded method
44  * 08. Complete combo OnSelectionChanged method
45  * 09. Create ResetControls method
46  * 10. Call ResetControls from Clear button Click
47  * Video 26
48  * 11. Create method GetSelectedTile
49  * 12. Create method ControlHasValueCheck
50  * 13. Gui Help Button Click method
51  * 14. Implement Help button method
52  * Video 27
53  * 15. HarvestData method
54  * 16. Prepare PageSummary to receive data
55  * Video 28
56  * 17. Implement Calculate Button Click method
57  * 18. Test all
58  */
```

```
59
60 namespace FlooringCalculator
61 {
62     /// <summary>
63     /// Interaction logic for PageDataEntry.xaml
64     /// </summary>
65     public partial class PageDataEntry : Page
66     {
67
68         // -- variables for management of data in the module
69         private string selectedTileName = string.Empty;
70         private Room room = new Room();
71         private Tile tile = new Tile();
72         private DataSummary dataSummary = new DataSummary();
73
74         public PageDataEntry()
75         {
76             InitializeComponent();
77             AssignmentRoomData();
78         }
79
80         // -- Clears the form's controls
81         private void ClearButton_OnClick(object sender, RoutedEventArgs e)
82         {
83             ResetControls();
84         }
85
86         private void CalculateButton_OnClick(object sender, RoutedEventArgs e)
87         {
88
89         }
90
91         private void TileComboBox_OnLoaded(object sender, RoutedEventArgs e)
92         {
93             var combo = (ComboBox)sender;
94             if (combo == null) return;
95             combo.ItemsSource = Tiles();
96             combo.SelectedIndex = 0;
97         }
98
99         private void TileComboBox_OnSelectionChanged(object sender,
100             SelectionChangedEventArgs e)
101         {
102             var combo = (ComboBox)sender;
103
104             try
105             {
106                 if (combo != null) selectedTileName =
107                     combo.SelectedItem.ToString();
108             }
109             catch (Exception exception)
110             {
111                 Console.WriteLine(exception);
112                 throw;
113             }
114
115         }
116
117         private void AssignmentRoomData()
118         {
119         }
120     }
121 }
```

```
118         RoomWideATextBox.Text = "6.50";
119         RoomLongBTextBox.Text = "7.20";
120         Cutout1WideCTextBox.Text = "1.60";
121         Cutout1LongDTextBox.Text = "2.30";
122         Cutout2WideETextBox.Text = "0.6";
123         Cutout2LongFTextBox.Text = "0.3";
124     }
125
126     /// <summary>
127     /// Make a list of tile types
128     /// </summary>
129     /// <returns></returns>
130     private List<string> Tiles()
131     {
132         List<string> tiles = new List<string>();
133         tiles.Add("60 x 60");
134         tiles.Add("75 x 75");
135
136         return tiles;
137     }
138
139     /// <summary>
140     /// Reset data entry controls
141     /// </summary>
142     private void ResetControls()
143     {
144         RoomWideATextBox.Text = "0";
145         RoomLongBTextBox.Text = "0";
146         Cutout1WideCTextBox.Text = "0";
147         Cutout1LongDTextBox.Text = "0";
148         Cutout2WideETextBox.Text = "0";
149         Cutout2LongFTextBox.Text = "0";
150     }
151 }
152
153
```