

```

using System;
using System.Collections.Generic;
using System.Text;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;
using FlooringCalculator.Models;

/*
 * Title:    PageDataEntry
 * Author:   Paul McKillop
 * Date:     November 2020
 * Purpose:  Code behind for page
 */

/* *****
 * COMPLETION SEQUENCE
 * *****
 *
 * This is the most detailed of all the processes.
 * The order is important because of the dependency of
 * some methods on others that must already be created.
 *
 * Video 24
 * 00. Check all Gui controls have names
 * 01. Directive for models
 * 02. Gui control methods
 *     a) Clear button
 *     b) Calculate button
 *     c) Combo OnLoaded
 *     d) Combo OnSelectionChanged
 * 03. Handler data variables
 * 04. Assignment data for testing
 * 05. Call assignment data in Page constructor
 * Video 25
 * 06. Create a list of tiles for Combo control
 * 07. Complete combo OnLoaded method
 * 08. Complete combo OnSelectionChanged method
 * 09. Create ResetControls method
 * 10. Call ResetControls from Clear button Click
 * Video 26
 * 11. Create method GetSelectedTile
 * 12. Create method ControlHasValueCheck
 * 13. Gui Help Button Click method
 * 14. Implement Help button method
 * Video 27
 * 15. HarvestData method
 * 16. Prepare PageSummary to receive data
 * Video 28
 * 17. Implement Calculate Button Click method
 * 18. Test all
 */

namespace FlooringCalculator
{
    /// <summary>
    /// Interaction logic for PageDataEntry.xaml
    /// </summary>
    public partial class PageDataEntry : Page
    {
        public PageDataEntry()
        {
            InitializeComponent();
        }
    }
}

```

}

}