Pet Store

Management System

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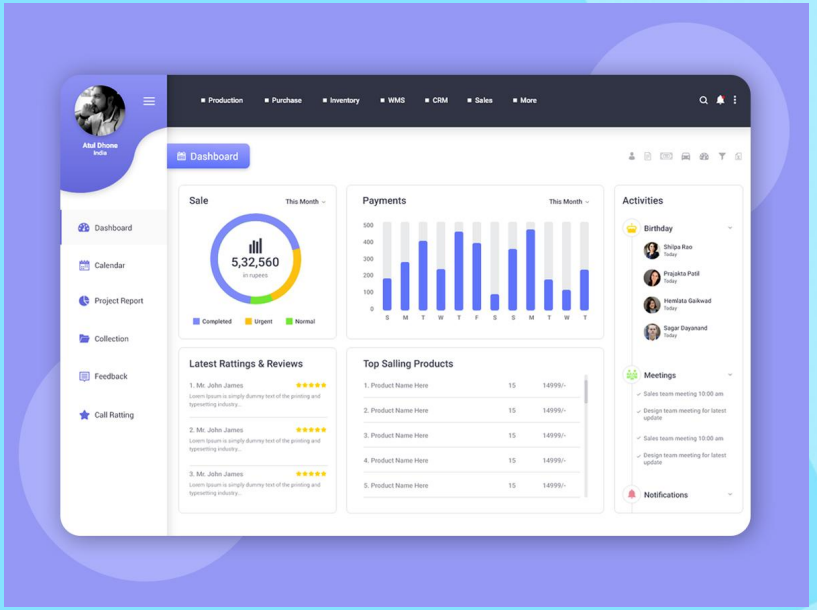
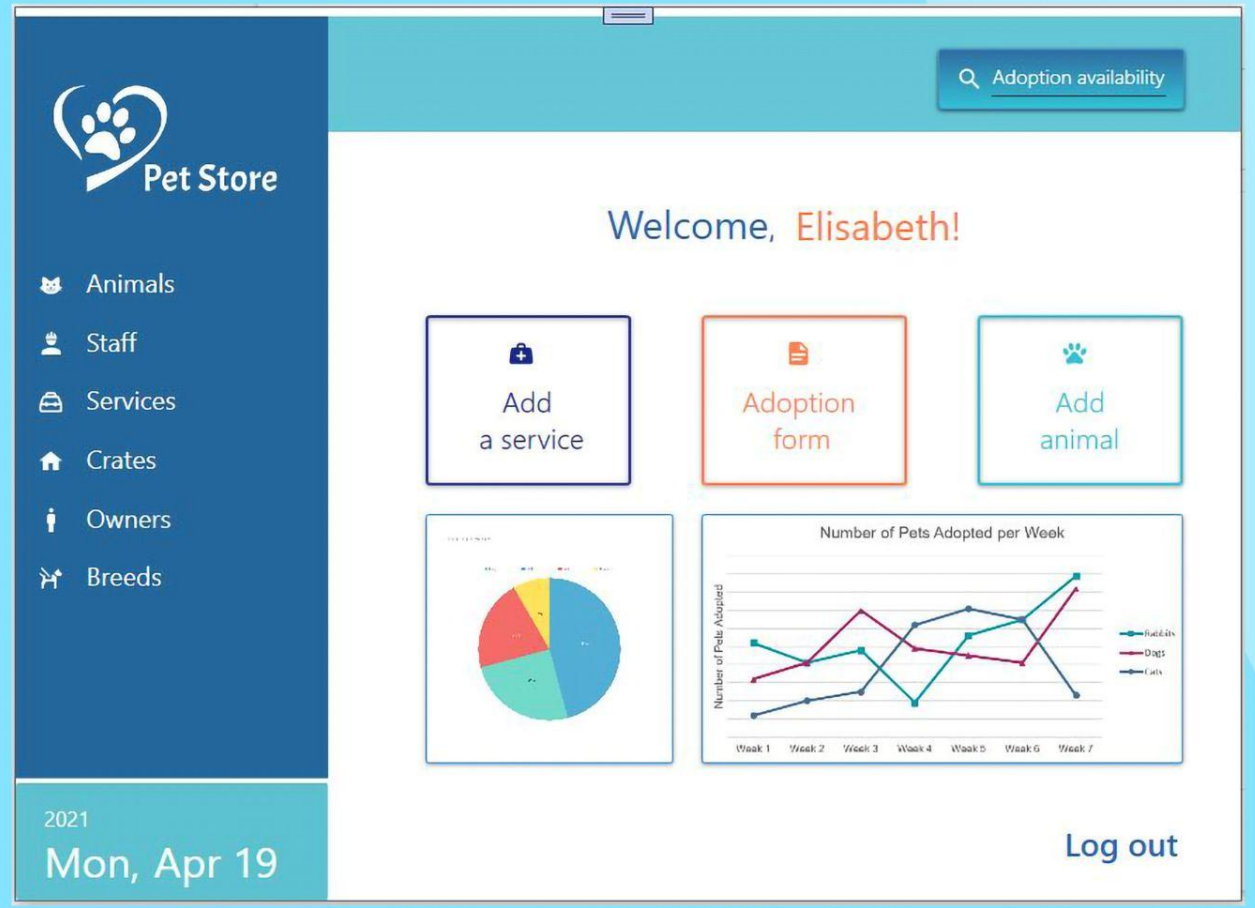
MS (Management System)

- Mix between CRM and EMS
- Computer software or application that uses a database to manage all content



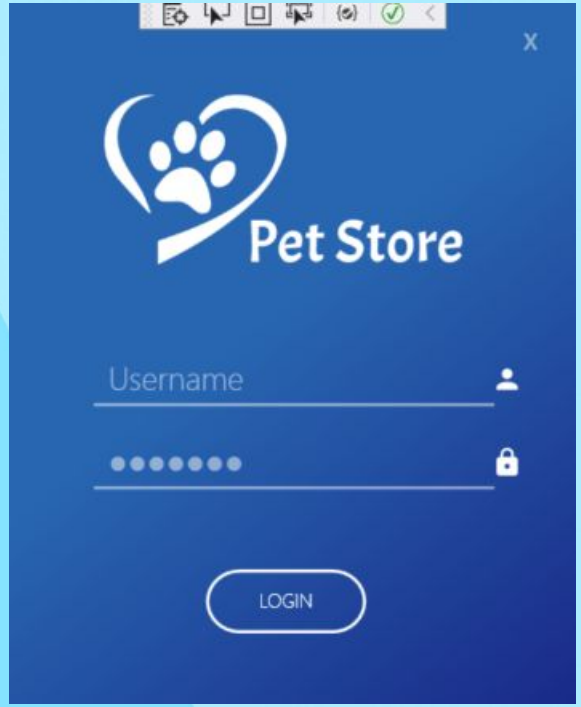


Purpose of Pet store MS is to give user a possibility to comfortably manipulate data related to animals.

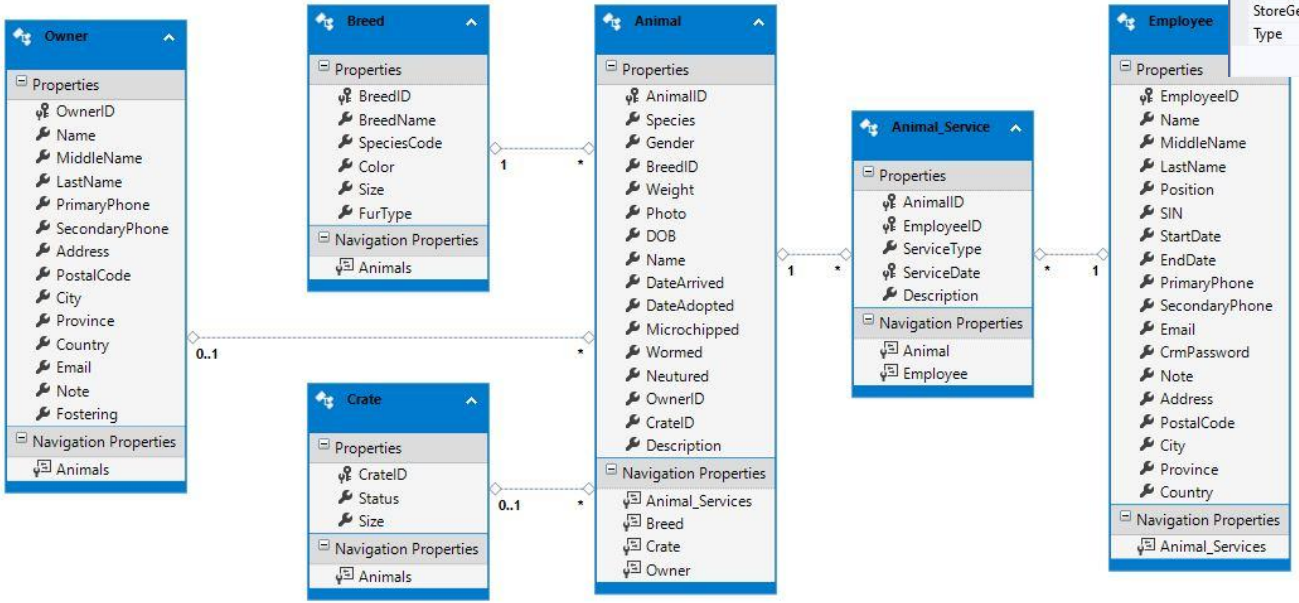
Current system was designed for shelters, however can be used for pet stores, and vet clinics as well.

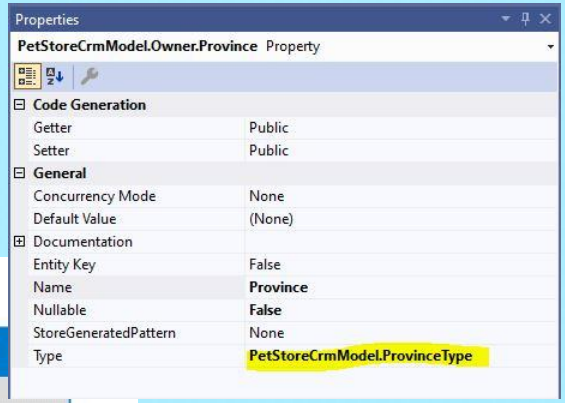
Features

1. Create,Read, Update, Delete (CRUD)
    - animals
    - owners
    - services
    - employees
    - crates
2. Check availability of crates for newly added animals
3. Check adoption availability
4. Sort data
5. Export to csv (list of owners)
6. Print out adoption form + save to pdf format

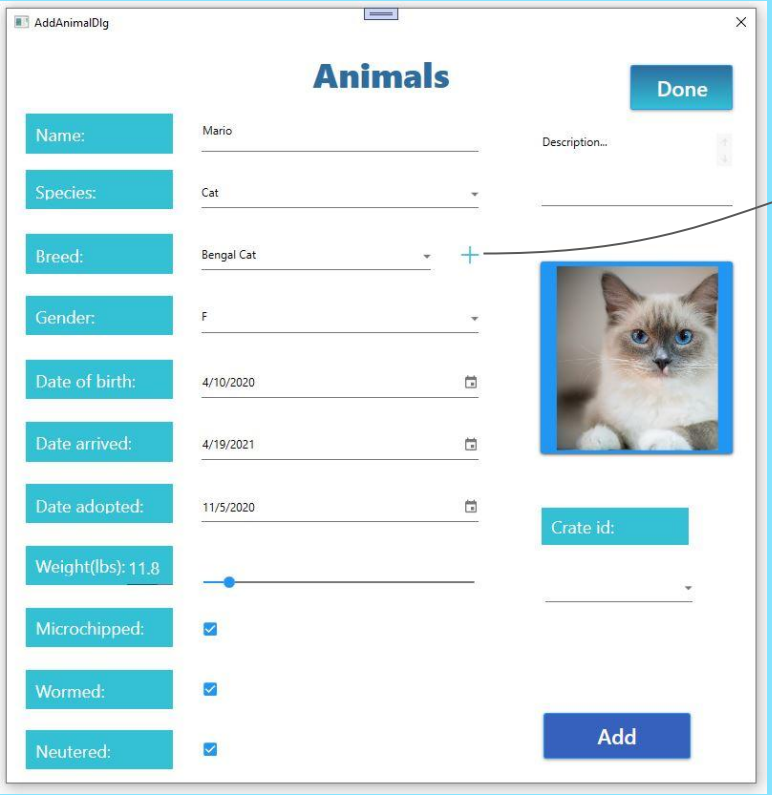


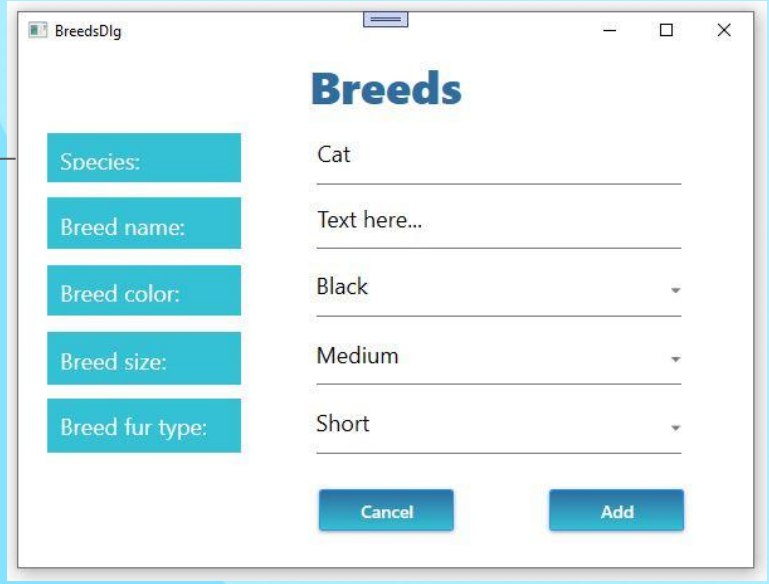
Database structure



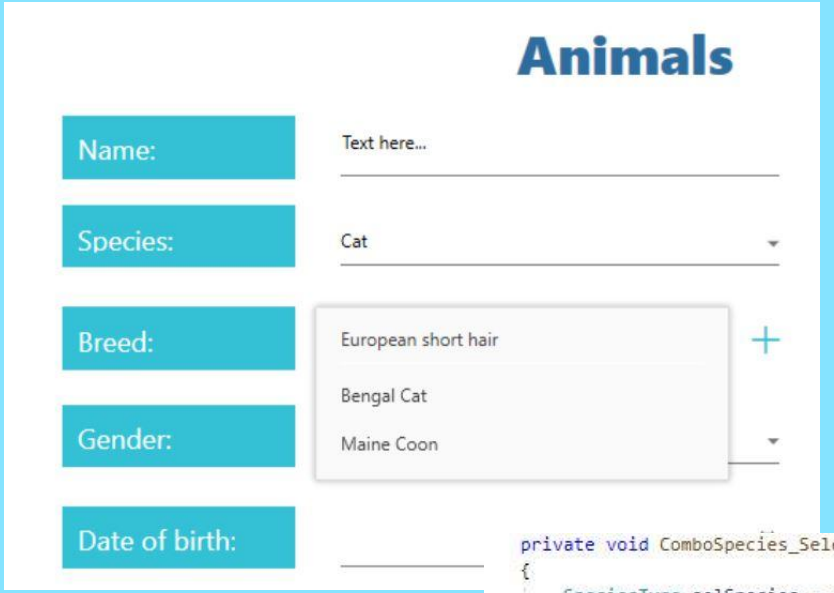


Adding a new breed name while adding an animal





Challenges and solutions



Display only the breed names of the same species type

	BreedID	BreedName	SpeciesCode	Color	Size	FurType
▶	1	Great Pyrenees	1	1	4	4
	2	Cocker Spaniel	1	25	2	4
	3	German Shepperd	1	10	4	4
	4	Maine Coon	2	25	2	4

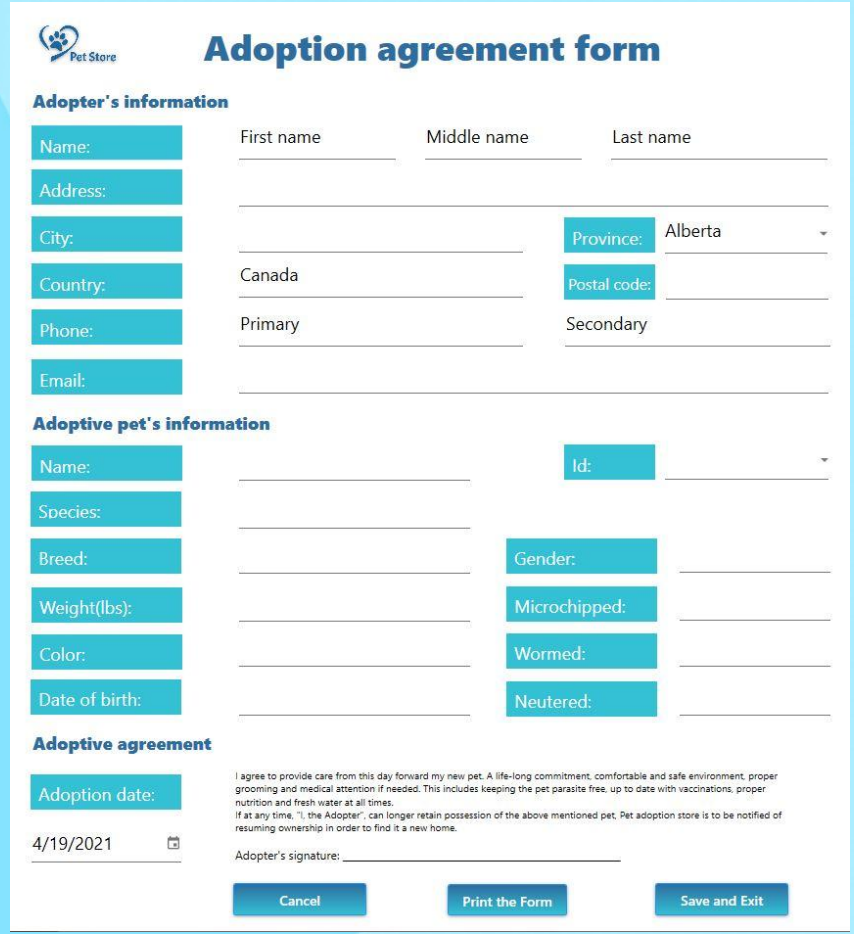
```
private void ComboSpecies_SelectionChanged(object sender, SelectionChangedEventArgs e)
{
    SpeciesType selSpecies = (SpeciesType)comboSpecies.SelectedValue;
    var breed = Globals.ctx.Breeds.Where(b => b.SpeciesCode == (int)selSpecies).OrderBy(b => b.BreedName).ToList();
    comboBreed.ItemsSource = breed;
    comboBreed.DisplayMemberPath = "BreedName";
    comboBreed.SelectedValuePath = "BreedID";
    comboBreed.SelectedIndex = 1;
}
```

Adoption agreement

Fill out adoption form

- Add a new owner (Owners table)
- Add ownerID (Animals table)
- Add date of adoption (Animals table)
- Delete crate (Animals table)
- Change the status of crate(Crate table)

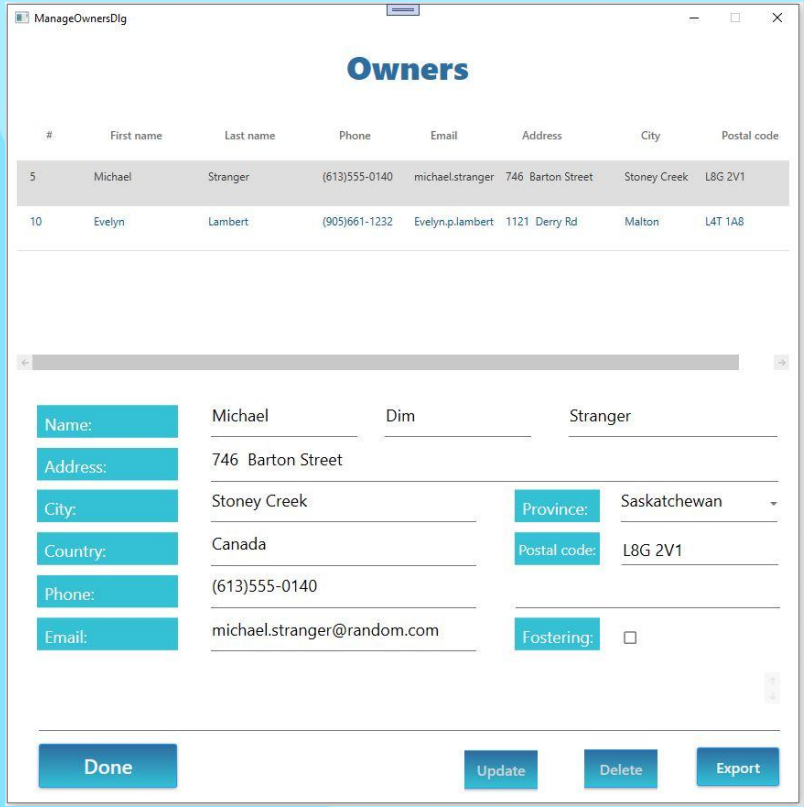
```
private void btPrint_Click(object sender, RoutedEventArgs e)
{

    /* ******** Print ******** */
    try
    {
        this.IsEnabled = false;
        PrintDialog printDlg = new PrintDialog();
        if(printDlg.ShowDialog() == true)
        {
            btSaveExit.Visibility = Visibility.Hidden;
            btPrint.Visibility = Visibility.Hidden;
            btCancel.Visibility = Visibility.Hidden;
            printDlg.PrintVisual(this, "Adoption Form");
        }
    }
    finally
    {
        this.IsEnabled = true;
        // Make buttons visible again
        btSaveExit.Visibility = Visibility.Visible;
        btPrint.Visibility = Visibility.Visible;
        btCancel.Visibility = Visibility.Visible;
    }
}
```



Challenges and solutions

Delete owner

- First, delete owner id from Animals table(also adoption date)
- Assign a crate to the animal
- Change status of crate to occupied/true
- Only then delete the owner



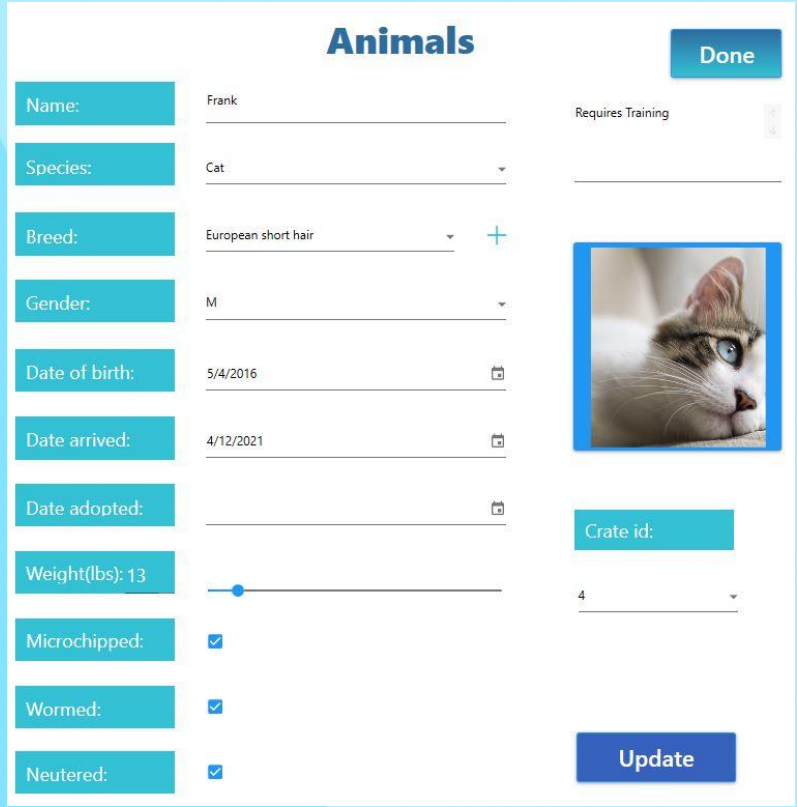
What I learned

Add VS Update Animals

```
crate = Globals.ctx.Crates.Where(c => !c.Status).ToList();
```

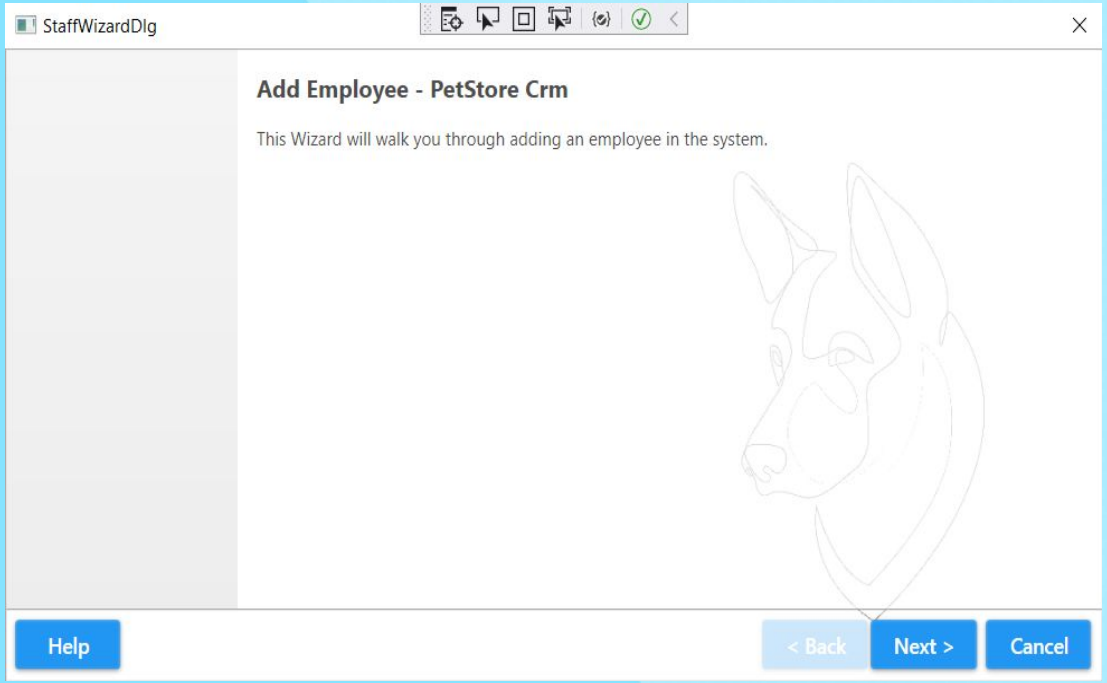
```
crate = Globals.ctx.Crates.Where(c => !c.Status ||
(currAnimal.CrateID.HasValue && c.CrateID==currAnimal.CrateID)).ToList();
```

- Modify CrateID in Animals table -- > modify crate Status in Crates table

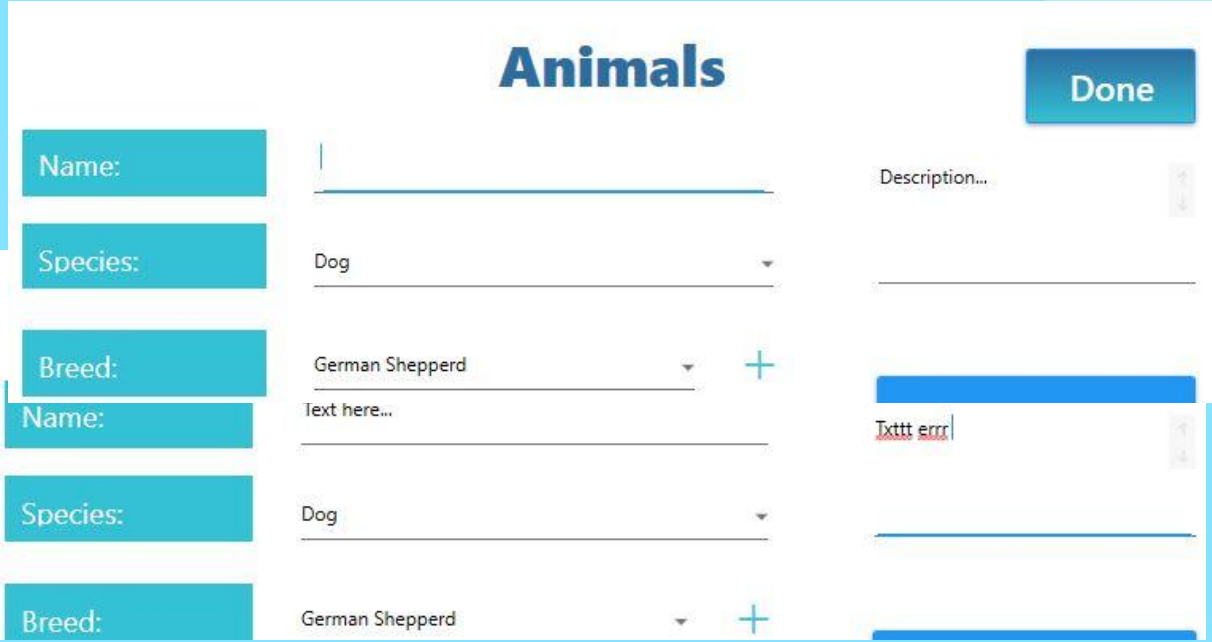


Technologies Used:

- Wizard with Extended WPF ToolKit
- Material Design
- Print - PDF
- LINQ
- CSV Helper
- DataGrid



Small challenges and solutions



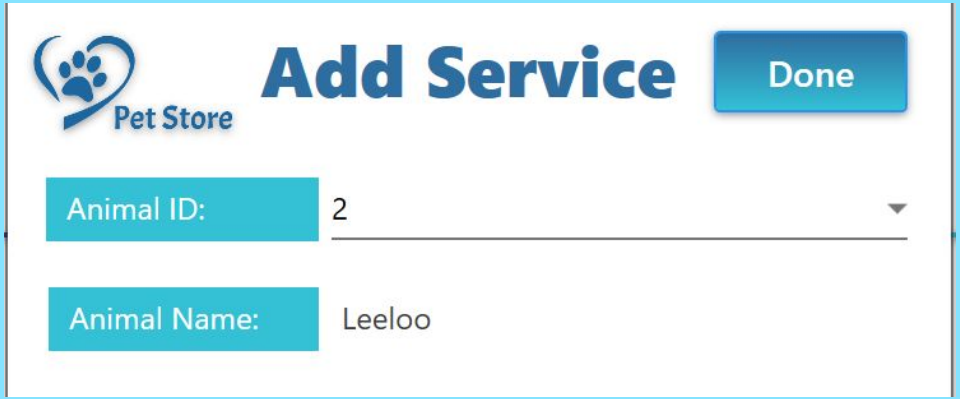
GotFocus=
"tbDescription_GotFocus"

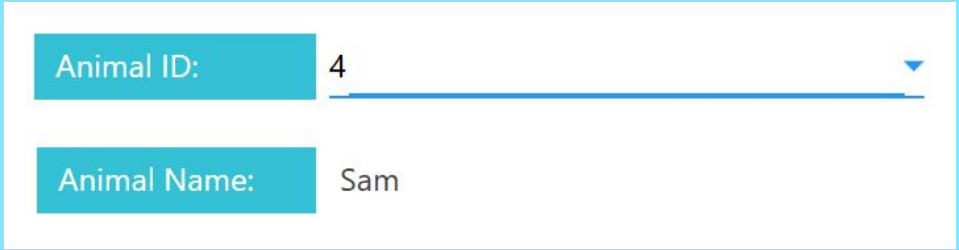
LostFocus=
"tbDescription_LostFocus"

SpellCheck.IsEnabled=
"True"

AcceptsReturn="True"

Combobox





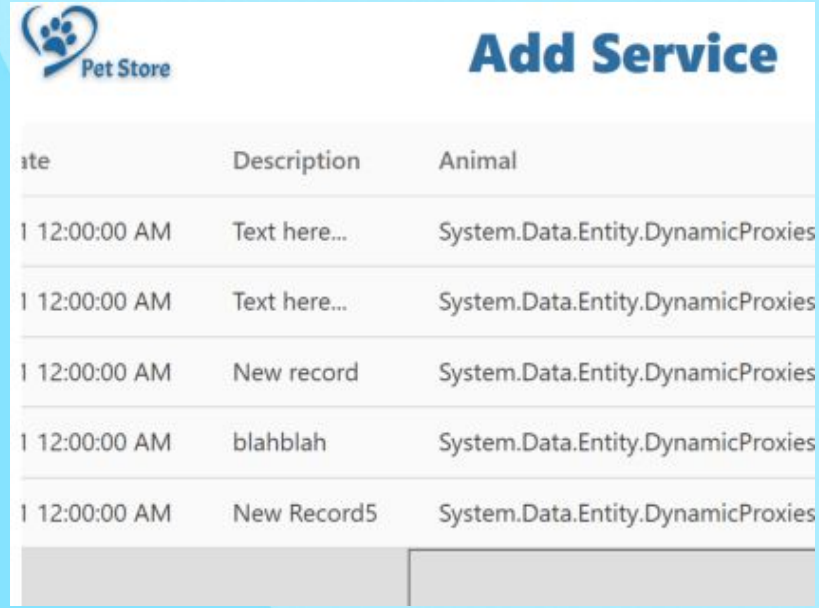
Animal name changes accordingly to its ID

Challenge #1 Combobox

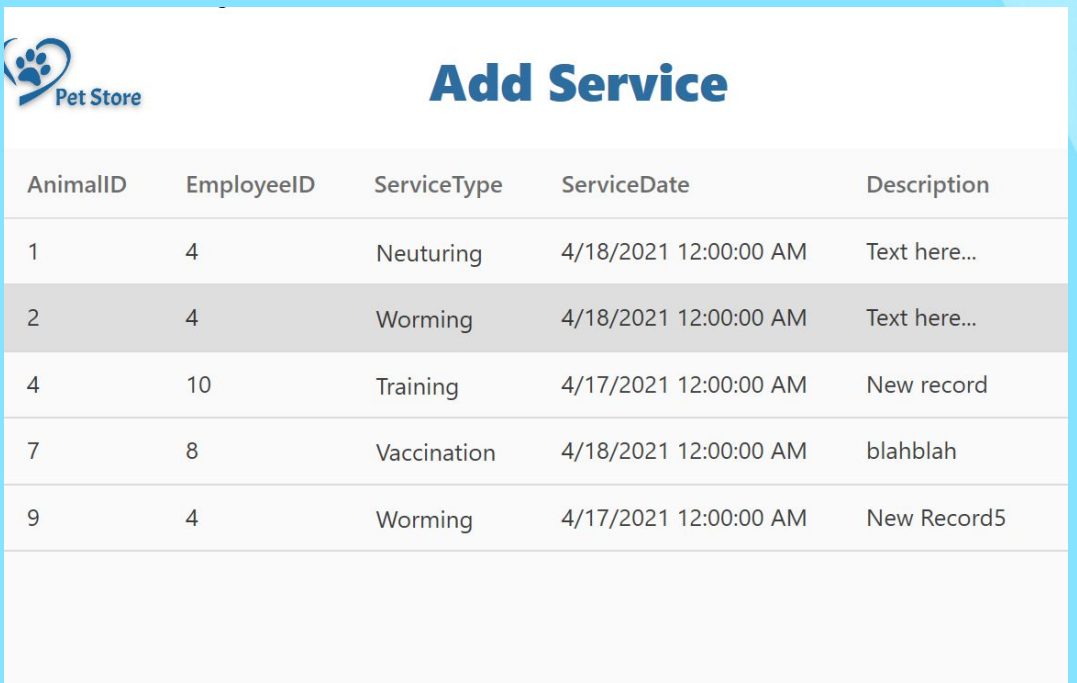
```
3 references
public List<DataLayer.Animal> animal { get; set; }
1 reference
private void bindcomboAnID()
{
    var item = Globals.ctx.Animals.ToList();
    animal = item;
    DataContext = animal;

    comboServiceAnimalID.ItemsSource = animal;
    comboServiceAnimalID.SelectedValuePath = "AnimalID";
    comboServiceAnimalID.DisplayMemberPath = "AnimalID";
    comboServiceAnimalID.SelectedIndex = 1;
}

1 reference
private void comboServiceAnimalID_SelectionChanged(object sender, SelectionChangedEventArgs e)
{
    var item = comboServiceAnimalID.SelectedItem as DataLayer.Animal;
    lblServiceAnimalName.Content = item.Name;

}
```

Challenge #1 DataGrid

```
var anSer = from a
in Globals.ctx.Animal_Services
            select a;
```

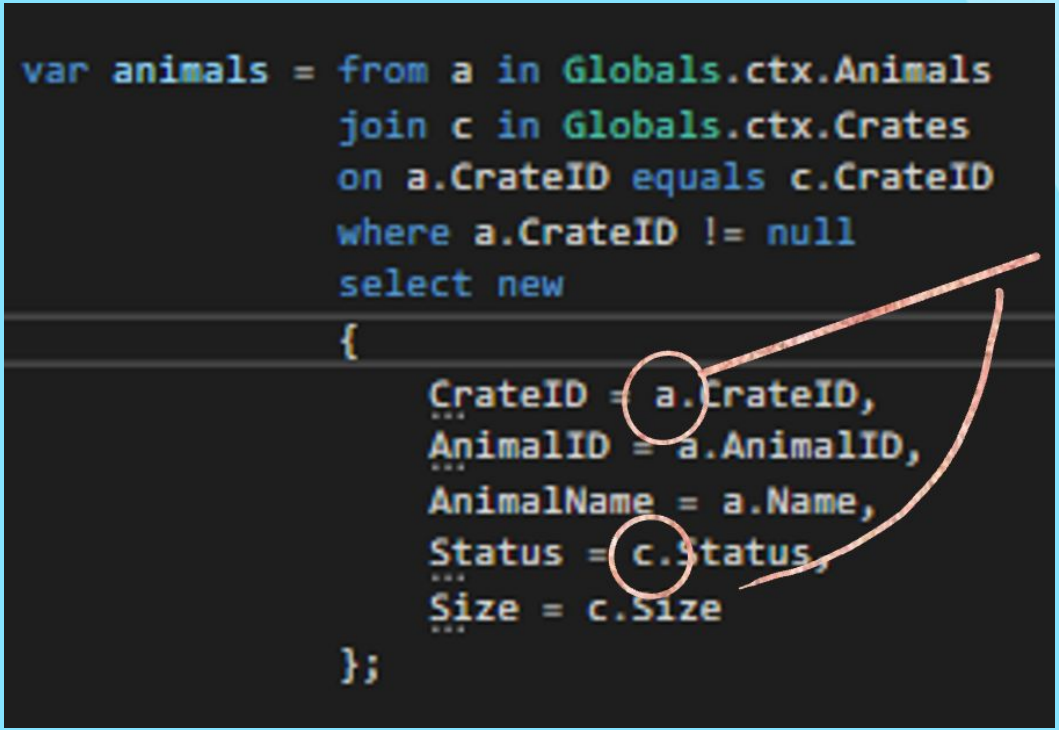


Solution




```
var anSer = from a in
Globals.ctx.Animal_Services
        select new
        {
            AnimalID = a.AnimalID,
            EmployeeID = a.EmployeeID,
            ServiceType = a.ServiceType,
            ServiceDate = a.ServiceDate,
            Description = a.Description
        };
```

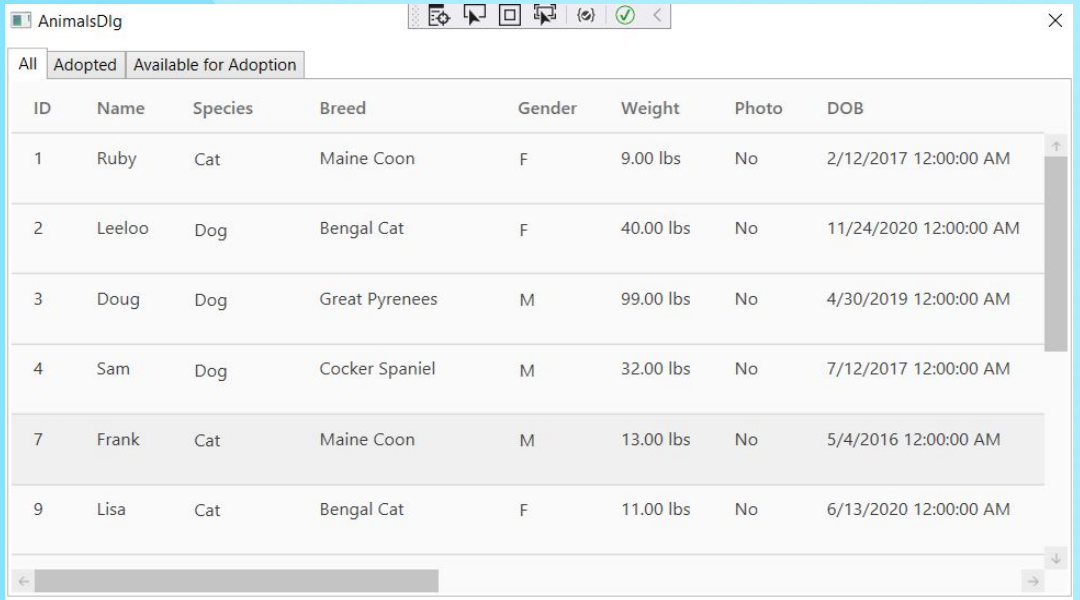
Join



Presents information in a very neat way combining data from different tables

Challenge - Anonymous Types 🤯

- DataGrid in with TabControl
- != ListView
- ReadOnly property
- Display data from other entity (Owner's name e.g.)



LINQ

- Access data from SelectedItem != ListView because of anonymous types!

  e.g. (Animal)grid.SelectedItem;

```
var animals = from a in Globals.ctx.Animals
              join b in Globals.ctx.Breeds on a.BreedID equals b.BreedID
              join c in Globals.ctx.Owners on a.OwnerID equals c.OwnerID into o
              from c in o.DefaultIfEmpty() //left-outer join
              select new //AnimalForDisplay()
              {
                  ID = a.AnimalID,
                  Name = a.Name,
                  Species = a.Species,
                  Breed = b.BreedName,
                  Gender = a.Gender,
                  Weight = a.Weight + " lbs",
                  Photo = a.Photo != null ? "Yes" : "No",
                  DOB = a.DOB, //Fix System.DateTime?
                  Arrived = a.DateArrived, //Fix System.DateTime?
                  Adopted = a.DateAdopted, //Fix System.DateTime?
                  Mirochipped = a.Microchipped ? "Yes" : "No",
                  Wormed = a.Wormed ? "Yes" : "No",
                  Sterilized = a.Neutured ? "Yes" : "No",
                  OwnerID = a.OwnerID,
                  OwnerName = c.Name + " " + c.LastName,
                  Crate = a.Crate != null ? "Yes" : "No",
                  Description = a.Description
              }
```

But… what are anonymous types??? 🤔

In C#, an anonymous type is a type (class) without any name that can contain public read-only properties only. It cannot contain other members, such as fields, methods, events, etc.

You create an anonymous type using the *new* operator with an object initializer syntax. The implicitly typed variable- var is used to hold the reference of anonymous types.

The following example demonstrates creating an anonymous type variable `student` that contains three properties named `Id`, `FirstName`, and `LastName`.

Example: Anonymous Type

```
var student = new { Id = 1, FirstName = "James", LastName = "Bond" };
```

Mostly, anonymous types are created using the Select clause of a LINQ queries to return a subset of the properties from each object in the collection.

- Properties of AT are read only
- LINQ with anonymous types
- e.g. selecting AnimalID and turning it into ID
- Couldn't read properties with the dot notation....

After a lot of research... 🥵

- Reflection OR create a display class
- AT derived from System.Object class → compiler generates a class with auto-generated name and applies appropriate type to each property based on the value expression
- GetType() method to see the name

Reflection in **C#** is used to retrieve metadata on types at runtime. ... In using **reflection**, you get objects of the type "Type" that can be used to represent assemblies, types, or modules. You can use **reflection** to create an instance of a type dynamically and even invoke methods of the type. The types defined in the System. Jan. 29, 2016

```
int id = (int)gridAll.SelectedItem.GetType().GetProperty("ID").GetValue(gridAll.SelectedItem, null);

var toDelete = Globals.ctx.Animals.Where(a => a.AnimalID == id).SingleOrDefault();
```

Clustered key

```
int anid = (int)gridAnService.SelectedItem.GetType().GetProperty("AnimalID").GetValue(gridAnService.SelectedItem, null);
int emid = (int)gridAnService.SelectedItem.GetType().GetProperty("EmployeeID").GetValue(gridAnService.SelectedItem, null);
Enum type = (Enum)gridAnService.SelectedItem.GetType().GetProperty("ServiceType").GetValue(gridAnService.SelectedItem, null);
DateTime date = (DateTime)gridAnService.SelectedItem.GetType().GetProperty("ServiceDate").GetValue(gridAnService.SelectedItem, null);
string description = (string)gridAnService.SelectedItem.GetType().GetProperty("Description").GetValue(gridAnService.SelectedItem, null);
```

```
a => a.AnimalID == anid && a.EmployeeID == emid && a.ServiceType.Equals(type) && a.ServiceDate == date && a.Description == description)
```

Requires the combination of all the fields in the row!

If we had 1 more week… 💭

- LiveCharts for Diagrams in MainWindow
- Edit option for Services, Employees
- Search option
- Installer

Summary

What was done and with what result…

- Add Employee with Wizard
- View Animals
- Add Animals
- Update Animals
- Add Owners
- Update Owner
- Delete Owner
- View Available and Occupied Crates
- Add Breeds
- Update Breeds
- Print Form
- Login Page with Exit - Logout

https://bitbucket.org/emma96/petstore/src/master/

https://trello.com/b/wqi5e4m1/petstore-project