Lab Assignment – 5

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Code to handle Update Concurrency:

catch (DbUpdateConcurrencyException ex)

{

ex.Entries.Single().Reload();

if (MMABooksEntity.mmaBooks.Entry(customer).State == EntityState.Detached)

{

Window window = new Window();

MessageBox.Show("Another user has deleted " + "that customer.", "Concurrency Error",MessageBoxButton.OK,MessageBoxImage.Error);

}

else

{

MainViewModel mv = new MainViewModel();

var entry = ex.Entries.Single();

entry.OriginalValues.SetValues(entry.GetDatabaseValues());

Window window = new Window();

MessageBox.Show("Another user has updated " + "that customer.", "Concurrency Error",MessageBoxButton.OK,MessageBoxImage.Error);

obj.Close();

Messenger.Default.Send(customer, "edit");

}

}

Code to handle Delete Concurrency:

catch (DbUpdateConcurrencyException ex)

{

ex.Entries.Single().Reload();

if (MMABooksEntity.mmaBooks.Entry(customer).State == EntityState.Detached)

{

MessageBox.Show("Another user has deleted " + "that customer.", "Concurrency Error");

ClearControls();

}

else

{

ex.Entries.Single().Reload();

MessageBox.Show("Another user has updated " + "that customer.", "Concurrency Error");

}

}

Issue Faced:

I faced issues with the delete and update concurrency. Also I faced issue with the combo box when displaying the state name.

Solution for the issue:

I changed the database column name property concurrency to fixed. This solved the update and delete concurrency issues. On debugging I found that I was calling the state code from the database instead of the state name.