

.NET App Dev Hands-On Workshop

Blazor Lab 7 – Car Pages

This lab finishes the client UI by adding the Car pages. Before starting this lab, you must have completed Blazor Lab 6.

Part 1: Add the Car Pages

- Add a new directory named `Cars` to the `Pages` directory. Under that directory, add a new directory named `Base`. To that directory, add a new Razor component named `CarBase.razor`. Update it to the following:

```
@code {  
    [Inject] protected ICarDataService CarDataServiceInstance { get; set; }  
    [Inject] protected NavigationManager NavManagerInstance { get; set; }  
    protected Car Entity = default;  
}
```

- Add the following to the `_Imports.razor` file:

```
@using AutoLot.Blazor.Pages.Cars  
@using AutoLot.Blazor.Pages.Cars.Base
```

- Add a new Razor component named `Create.razor` to the `Cars` folder. Clear out the contents and update it to the following:

```
@page "/cars/create"  
@inherits CarBase  
<PageTitle>Create Vehicle</PageTitle>  
<h1>Create a New Car</h1>  
@if (Entity == null || !_makes.Any())  
{  
    <div><em>Loading...</em></div>  
}  
else  
{  
    <EditForm Model="Entity" OnSubmit="AddCarAsync">  
        <CarEdit CarInstance="Entity" Makes="_makes" />  
        <div class="pt-4">  
            <button class="btn btn-success">Create <i class="fa-solid fa-plus"></i></button>  
            | <ListHelper RouteStart="cars" />  
        </div>  
    </EditForm>  
}
```

```

@code {
    [Inject] private IMakeDataService _makeDataService { get; set; }
    public async Task AddCarAsync(EditContext context)
    {
        if (context.Validate())
        {
            var car = await CarDataServiceInstance.AddEntityAsync(Entity);
            NavManagerInstance.NavigateTo($"/cars/details/{car.Id}");
        }
    }
    public override async Task SetParametersAsync(ParameterView parameters)
    {
        await base.SetParametersAsync(parameters);
        Entity = new Car();
        _makes = await _makeDataService.GetAllEntitiesAsync();
        StateHasChanged();
    }
    private List<Make> _makes = [];
}

```

- Add a new Razor component named `Delete.razor` to the Cars folder. Clear out the contents and update it to the following:
NOTE: Not all cars can be deleted because of FK referential integrity.

```

@page "/cars/delete/{Id:int}"
@inherits CarBase
<h1>Delete Vehicle</h1>
@if (Entity == null)
{
    <div><em>Loading...</em></div>
    <PageTitle>Delete Vehicle</PageTitle>
}
else
{
    <PageTitle>Delete @Entity.PetName</PageTitle>
    <CarDetail CarInstance="Entity" />
    <EditForm Model="Entity" OnSubmit="DeleteCarAsync">
        <div class="pt-4">
            <button class="btn btn-danger">Delete <i class="fa-solid fa-trash"></i></button>
            | <ListHelper RouteStart="cars" />
        </div>
    </EditForm>
}

```

```

@code {
    [Parameter] public int Id { get; set; }
    public async Task DeleteCarAsync(EditContext context)
    {
        if (context.Validate())
        {
            await CarDataServiceInstance.DeleteEntityAsync((Car)context.Model);
        }
        NavManagerInstance.NavigateTo("/cars/index");
    }
    public override async Task SetParametersAsync(ParameterView parameters)
    {
        await base.SetParametersAsync(parameters);
        Entity = await CarDataServiceInstance.GetEntityAsync(Id);
        StateHasChanged();
    }
}

```

- Add a new Razor component named `Details.razor` to the Cars folder. Clear out the contents and update it to the following:

```

@page "/cars/details/{Id:int}"
@inherits CarBase
<h1>Vehicle Details</h1>
@if (Entity == null)
{
    <div><em>Loading...</em></div>
    <PageTitle>Vehicle Details</PageTitle>
}
else
{
    <PageTitle>@Entity.PetName Details</PageTitle>
    <CarDetail CarInstance="Entity" />
    <EditHelper Id="@Entity.Id" RouteStart="cars" />
    <DeleteHelper Id="@Entity.Id" RouteStart="cars" />
    <ListHelper RouteStart="cars" />
}
@code {
    [Parameter]
    public int Id { get; set; }
    public override async Task SetParametersAsync(ParameterView parameters)
    {
        await base.SetParametersAsync(parameters);
        Entity = await CarDataServiceInstance.GetEntityAsync(Id);
        StateHasChanged();
    }
}

```

- Add a new Razor component named `Edit.razor` to the `Cars` folder. Clear out the contents and update it to the following:

```
@page "/cars/edit/{Id:int}"
@inherits CarBase
<h1>Edit Vehicle</h1>
@if (Entity == null || !_makes.Any())
{
    <div><em>Loading...</em></div>
    <PageTitle>Edit Vehicle</PageTitle>
}
else
{
    <PageTitle>Edit @Entity.PetName</PageTitle>
    <h1>Edit Details for @Entity.PetName</h1>
    <EditForm Model="Entity" OnSubmit="SaveCarAsync">
        <CarEdit CarInstance="Entity" Makes="_makes" />
        <div class="pt-4">
            <button class="btn btn-primary" disabled="@disabled">
                Save <i class="fa-solid fa-save"></i></button>
            | <ListHelper RouteStart="cars" />
        </div>
        <div class="pt-2">@savingMessage</div>
    </EditForm>
}
@code {
    [Parameter]
    public int Id { get; set; }
    [Inject]
    private IMakeDataService _makeDataService { get; set; }
    private bool disabled = false;
    private string savingMessage = "";
    public async Task SaveCarAsync(EditContext context)
    {
        if (context.Validate())
        {
            disabled = true;
            savingMessage = "Saving...";
            await Task.Delay(5000);
            await CarDataServiceInstance.UpdateEntityAsync(Id, Entity);
            NavManagerInstance.NavigateTo($"/cars/details/{Id}");
        }
    }
    public override async Task SetParametersAsync(ParameterView parameters)
    {
        await base.SetParametersAsync(parameters);
        Entity = await CarDataServiceInstance.GetEntityAsync(Id);
        _makes = await _makeDataService.GetAllEntitiesAsync();
        StateHasChanged();
    }
    private List<Make> _makes = [];
}
```

- Add a new Razor component named `Index.razor` to the `Cars` folder. Clear out the contents and update it to the following:

```
@page "/cars/index"
@page "/cars/index/{MakeId:int}/{MakeName}"
@inherits CarBase
<h1>Vehicle Inventory</h1>
@if (!MakeName.Equals("All", StringComparison.OrdinalIgnoreCase))
{
    <h3>@MakeName</h3>
    <PageTitle>@MakeName Inventory</PageTitle>
}
else
{
    <PageTitle>Vehicle Inventory</PageTitle>
}
<CreateHelper RouteStart="cars"></CreateHelper>
<p />
@if (!_cars.Any())
{
    <div><em>Loading...</em></div>
}
else
{
    <CarList Cars="_cars" />
}

@code {
    [Parameter]
    public int? MakeId { get; set; }
    [Parameter]
    public string MakeName { get; set; }
    public override async Task SetParametersAsync(ParameterView parameters)
    {
        await base.SetParametersAsync(parameters);
        MakeName ??= "All";
        _cars = MakeId is > 0
            ? await CarDataServiceInstance.GetByMakeAsync(MakeId.Value)
            : await CarDataServiceInstance.GetAllEntitiesAsync();
        StateHasChanged();
    }
    private List<Car> _cars = [];
}
```

Summary

This lab added the Car pages and completed the client pages.

Next Steps

The following lab will use JS Interop to save the application state in the browser.