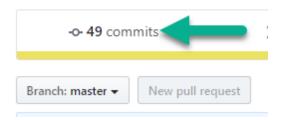
Sometimes you may need to compare the <u>Mosh MVC Source Code</u> to the work you've done at a specific point in the course.

I've found it helpful to use the steps I now share. This is an example of how I do that, using **Section 5 Exercise - Add validation to movie form** as the point in the course that has the code I need to compare.

Click Mosh MVC Source Code to get to the source code.

Look for the link

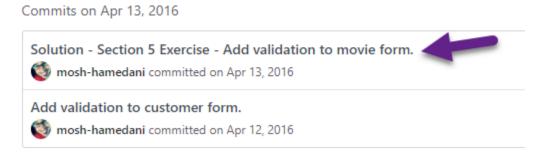


Click the link 49 commits.

Once you're on that page, find the link that relates to the point you are in the course.

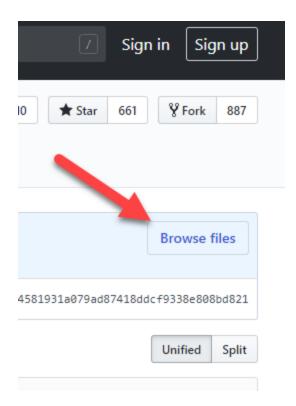
In this case, that is the link of **Section 5 Exercise - Add validation to movie form**.

Scroll down the page until you see that link:



Click that link Section 5 Exercise Add validation to movie form.

Now look for the link on the right side of the page that is titled Browse files. Click the Browse files link.



Now look for the link Vidly. Click that link.



You now need to find the code of interest.

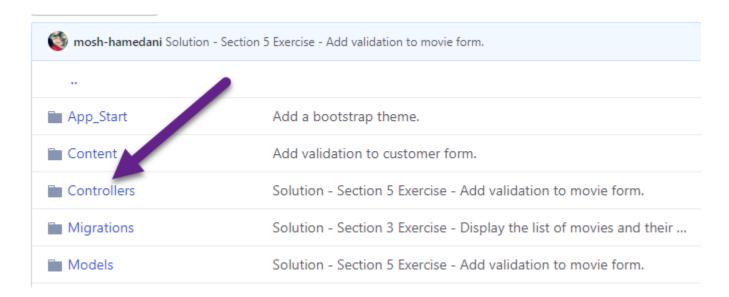
Note you have the various folders and files that contain your code.

Here's a screen shot of those folders and files.

App_Start	Add a bootstrap theme.
Content Content	Add validation to customer form.
Controllers	Solution - Section 5 Exercise - Add validation to movie form.
Migrations	Solution - Section 3 Exercise - Display the list of movies and their
Models	Solution - Section 5 Exercise - Add validation to movie form.
Properties	Initial commit.
Scripts	Initial commit.
■ ViewModels	Solution - Section 5 Exercise - Add validation to movie form.
■ Views	Solution - Section 5 Exercise - Add validation to movie form.
fonts	Initial commit.
■ Global.asax	Initial commit.
Global.asax.cs	Initial commit.
Project_Readme.html	Initial commit.
Startup.cs	Initial commit.
■ Vidly.csproj	Add validation to customer form.
Web.Debug.config	Initial commit.
Web.Release.config	Initial commit.
Web.config	Initial commit.
favicon.ico	Initial commit.
packages.config	Initial commit.

At this point you must go to the folder and file that contains your code so you can compare what Mosh shares at this point in time with your code at that point in time.

The code we need for this example is in the Controllers folder. Click the link for the Controllers folder.



Note the link for MoviesController.cs. Click that link. The code should open up in your browser. You can compare that code to the code you created.

