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# Namespace PicScam

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General info about a singular Pic window. It is never changed through the course of the window's lifespan.

### [PurchasesPage](#)

DONE Sell button inactive on local pictures with no server equivalent Download button inactive on NOT BOUGHT pictures

### [RecordedPaymentViewModel](#)

ViewModel for displaying a single completed payment. It can be either a SALE or a PURCHASE.

## [Registration](#)

Registration page

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Window allowing the user to parametrize their payment history report.

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Retrieving password page

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Interaction logic for SearchPage.xaml

## [TagsPage](#)

Interaction logic for TagsPage.xaml

## [UserSettingsPage](#)

Page responsible for displaying and changing user data.

# Class ActiveOfferViewModel

Data binds to one active (still available to buy) offer of the currently logged in user.

Inheritance

[object](#)

ActiveOfferViewModel

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class ActiveOfferViewModel
```

Constructors

ActiveOfferViewModel(int, string, int, string, decimal, int)

Declaration

```
public ActiveOfferViewModel(int oID, string DateCreated, int pID, string pName, decimal price, int salesAmount)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	oID	
<a href="#">string</a>	DateCreated	
<a href="#">int</a>	pID	
<a href="#">string</a>	pName	
<a href="#">decimal</a>	price	
<a href="#">int</a>	salesAmount	

Properties

DateCreated

DateTime in dd/MM/yyyy HH:mm format specifying when the row in Offers table has been created.

Declaration

```
public string DateCreated { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

FontSize

Declaration

```
public static int FontSize { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

## HeightBinding

Declaration

```
public static int HeightBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

## OfferId

ID in the Offers table.

Declaration

```
public int OfferId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

## PictureId

Picture ID in the server database.

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

## PictureName

Full name of the picture.

Declaration

```
public string PictureName { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## Price

Paid money in PLN.

Declaration

```
public decimal Price { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal	

SalesAmount

How many times this offer has been bought by other users.

Declaration

```
public int SalesAmount { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	



# Class App

Interaction logic for App.xaml

Inheritance

[object](#)

[DispatcherObject](#)

[Application](#)

App

Implements

[IQueryAmbient](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class App : Application, IQueryAmbient
```

Implements

[IQueryAmbient](#)

# Class BuyPicture

Buying picture - window

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- Window
- BuyPicture

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild

Namespace: [PicScam](#)  
Assembly: PicScam.dll

Syntax

```
public class BuyPicture : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

BuyPicture(int, int)

Constructor, initializes the window

Declaration

```
public BuyPicture(int userId, int offerId)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	userId	user ID
<a href="#">int</a>	offerId	offer ID

## Methods

WaitForPaymentEnd(string)

Waits for the payment to end

Declaration

```
public Task<bool> WaitForPaymentEnd(string email)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	email	user's e-mail

#### Returns

TYPE	DESCRIPTION
<a href="#">Task&lt;bool&gt;</a>	nothing, async task

#### Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

# Class BuyPremium

Buying premium - window

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- Window
- BuyPremium

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild

Namespace: [PicScam](#)  
Assembly: [PicScam.dll](#)

Syntax

```
public class BuyPremium : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

Constructors

BuyPremium(int)

Constructor, initializes the window

Declaration

```
public BuyPremium(int id)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	id	user ID

Methods

WaitForPaymentEnd(string)

Waits for the payment to end

Declaration

```
public Task<bool> WaitForPaymentEnd(string email)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	email	user's e-mail

Returns

TYPE	DESCRIPTION
<a href="#">Task&lt;bool&gt;</a>	nothing, async task

Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)

# Class CommentBox

Inheritance

[object](#)  
[DispatcherObject](#)  
[DependencyObject](#)  
[Visual](#)  
[UIElement](#)  
[FrameworkElement](#)  
[Control](#)  
CommentBox

Implements

[IAnimatable](#)  
[ISupportInitialize](#)  
[IFrameworkInputElement](#)  
[IInputElement](#)  
[IQueryAmbient](#)

Namespace: [PicScam](#)  
Assembly: [PicScam.dll](#)

Syntax

```
public class CommentBox : Control, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient
```

Fields

## CommentContentProperty

Declaration

```
public static readonly DependencyProperty CommentContentProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

## DatePostedProperty

Declaration

```
public static readonly DependencyProperty DatePostedProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

## UsernameProperty

Declaration

```
public static readonly DependencyProperty UsernameProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

Properties

CommentContent

Declaration

```
public string CommentContent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

DatePosted

Declaration

```
public string DatePosted { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

Username

Declaration

```
public string Username { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)

# Class CustomerSellerViewModel

ViewModel for info related to customer/seller selection in ReportQueryWindow.

Inheritance

[object](#)

CustomerSellerViewModel

Implements

[INotifyPropertyChanged](#)

Namespace: **PicScam**

Assembly: **PicScam.dll**

Syntax

```
public class CustomerSellerViewModel : INotifyPropertyChanged
```

## Constructors

CustomerSellerViewModel(int, string, string, bool)

Declaration

```
public CustomerSellerViewModel(int id, string nameSurname, string email, bool selected)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	id	
<a href="#">string</a>	nameSurname	
<a href="#">string</a>	email	
<a href="#">bool</a>	selected	

## Properties

### Email

User full email.

Declaration

```
public string Email { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### FontSize

Declaration

```
public static int FontSize { get; set; }
```

Property Value



TYPE	DESCRIPTION
int	

HeightBinding

Declaration

```
public static int HeightBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

IsSelected

Is this user selected to be included in the payment history report.

Declaration

```
public bool IsSelected { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

UserId

Customer/Seller ID.

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Username

User name + surname.

Declaration

```
public string Username { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Events

PropertyChanged

Occurs when a property value changes.

Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

Implements

[INotifyPropertyChanged](#)

# Class Ftp

Class to handle uploading picture to FTP server

Inheritance

[object](#)

Ftp

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public static class Ftp
```

## Methods

UploadPicture(string, string, string)

Method to upload picture

Declaration

```
public static bool UploadPicture(string fileName, string localPath, string onlinePath)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	fileName	file name
<a href="#">string</a>	localPath	path to the picture on the computerS
<a href="#">string</a>	onlinePath	destination

Returns

TYPE	DESCRIPTION
<a href="#">bool</a>	true if success, otherwise false

# Class LoadPicsPage

Page in which pictrues are loaded to local database.

## Inheritance

[object](#)  
[DispatcherObject](#)  
[DependencyObject](#)  
[Visual](#)  
[UIElement](#)  
[FrameworkElement](#)  
[Page](#)  
LoadPicsPage

## Implements

[IAnimatable](#)  
[ISupportInitialize](#)  
[IFrameworkInputElement](#)  
[IInputElement](#)  
[IQueryAmbient](#)  
[IAddChild](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

## Syntax

```
public class LoadPicsPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### LoadPicsPage()

Initializes the page.

## Declaration

```
public LoadPicsPage()
```

## Implements

[IAnimatable](#)  
[ISupportInitialize](#)  
[IFrameworkInputElement](#)  
[IInputElement](#)  
[IQueryAmbient](#)  
[IAddChild](#)

# Class Login

Login page

Inheritance

- [object](#)
- [DispatcherObject](#)
- [DependencyObject](#)
- [Visual](#)
- [UIElement](#)
- [FrameworkElement](#)
- [Control](#)
- [ContentControl](#)
- [Window](#)
- Login**

Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)

Namespace: [PicScam](#)  
Assembly: PicScam.dll

Syntax

```
public class Login : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### Login()

Constructor, adds icon to window

Declaration

```
public Login()
```

## Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)

# Class MainPage

Interaction logic for MainPage.xaml

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Page
- MainPage

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class MainPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### MainPage()

Initializes database context and grid structure. The page must be refreshed later (in `Page_Loaded` method).

Declaration

```
public MainPage()
```

## Methods

### Refresh(object, EventArgs)

Refreshes Local, Server and Offer grid content.

Declaration

```
public void Refresh(object sender, EventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	This window or Pic window.
<a href="#">EventArgs</a>	e	Empty.

## Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

# Class MainWindow

Interaction logic for MainWindow.xaml

Inheritance

[object](#)

MainWindow

Implements

INavigationWindow

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class MainWindow : INavigationWindow
```

## Constructors

### MainWindow()

Declaration

```
public MainWindow()
```

## Methods

### CloseWindow()

Triggers the command to close a window.

Declaration

```
public void CloseWindow()
```

### GetFrame()

Provides direct access to the [Frame](#) used in navigation.

Declaration

```
public Frame GetFrame()
```

Returns

TYPE	DESCRIPTION
<a href="#">Frame</a>	Instance of the <a href="#">Frame</a> control.

### GetNavigation()

Provides direct access to the control responsible for navigation.

Declaration

```
public INavigation GetNavigation()
```

Returns



TYPE	DESCRIPTION
INavigation	Instance of the Wpf.Ui.Controls.Interfaces.INavigation control.

Navigate(Type)

Lets you navigate to the selected page based on it's type. Should be used with Wpf.Ui.Mvvm.Contracts.IPageService.

Declaration

```
public bool Navigate(Type pageType)
```

Parameters

TYPE	NAME	DESCRIPTION
Type	pageType	Type of the page.

Returns

TYPE	DESCRIPTION
bool	

SetPageService(IPageService)

Lets you attach the service that delivers page instances to Wpf.Ui.Controls.Interfaces.INavigation.

Declaration

```
public void SetPageService(IPageService pageService)
```

Parameters

TYPE	NAME	DESCRIPTION
IPageService	pageService	Instance of the Wpf.Ui.Mvvm.Contracts.IPageService with attached service provider.

ShowWindow()

Triggers the command to open a window.

Declaration

```
public void ShowWindow()
```

Implements

Wpf.Ui.Mvvm.Contracts.INavigationWindow

# Class NavButton

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- ButtonBase
- NavButton

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild
- ICommandSource

Namespace: **PicScam**  
Assembly: PicScam.dll

Syntax

```
public class NavButton : ButtonBase, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild, ICommandSource
```

Fields

ImageSourceProperty

Declaration

```
public static readonly DependencyProperty ImageSourceProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

NavUriProperty

Declaration

```
public static readonly DependencyProperty NavUriProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

TextProperty

Declaration

```
public static readonly DependencyProperty TextProperty
```

Field Value

TYPE	DESCRIPTION
<a href="#">DependencyProperty</a>	

Properties

ImageSource

Declaration

```
public ImageSource ImageSource { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ImageSource</a>	

NavUri

Declaration

```
public Uri NavUri { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Uri</a>	

Text

Declaration

```
public string Text { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

[ICommandSource](#)

# Class PdfPrintingComponent

Component for printing PDFs - especially the payment history report.

Inheritance

[object](#)

[BaseComponent](#)

PdfPrintingComponent

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class PdfPrintingComponent : BaseComponent
```

## Constructors

PdfPrintingComponent(IMediator)

Declaration

```
public PdfPrintingComponent(IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Properties

AllUsersAmount

Amount of all users that this user has made transactions with.

Declaration

```
public int AllUsersAmount { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

ArePurchasesEnabled

Specifies if purchases should be listed in the report.

Declaration

```
public bool ArePurchasesEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

AreSalesEnabled

Specifies if sales should be listed in the report.

Declaration

```
public bool AreSalesEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

## BeginDate

Minimum transaction date to be included in the report

Declaration

```
public DateTime? BeginDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime?	

## EndDate

Maximum transaction date to be included in the report

Declaration

```
public DateTime? EndDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime?	

## MaxValue

Maximum transaction Price to be included in the report.

Declaration

```
public decimal? MaxValue { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal?	

## MinValue

Minimal transaction Price to be included in the report.

Declaration

```
public decimal? MinValue { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">decimal?</a>	

## purchases

All of current user's purchases.

Declaration

```
public List<RecordedPaymentViewModel>? purchases { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	

## sales

All of current user's sales.

Declaration

```
public List<RecordedPaymentViewModel>? sales { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	

## selectedUsers

Users included in the payment report.

Declaration

```
public List<CustomerSellerViewModel> selectedUsers { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;CustomerSellerViewModel&gt;</a>	

## Methods

### GenerateReportPdf()

Displays a SaveFileDialog, then creates and saves a PDF file if a location on disc has been selected.

Declaration

```
public void GenerateReportPdf()
```

SetupDataSources(List<CustomerSellerViewModel>, List<RecordedPaymentViewModel>?, List<RecordedPaymentViewModel>?)

Sets list content.

## Declaration

```
public void SetupDataSources(List<CustomerSellerViewModel> selectedUsers, List<RecordedPaymentViewModel>? purchases, List<RecordedPaymentViewModel>? sales)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;CustomerSellerViewModel&gt;</a>	selectedUsers	Users included in the payment report.
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	purchases	All of current user's purchases.
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	sales	All of current user's sales.

## SetupSettings(bool, bool)

Set which parts of the report should be generated.

## Declaration

```
public void SetupSettings(bool purchasesEnabled, bool salesEnabled)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">bool</a>	purchasesEnabled	True if purchases should be listed.
<a href="#">bool</a>	salesEnabled	True if sales should be listed.

## SetupValues(decimal?, decimal?, DateTime?, DateTime?, int)

Sets range limits and other parameter values.

## Declaration

```
public void SetupValues(decimal? min, decimal? max, DateTime? begin, DateTime? end, int allUsers)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">decimal?</a>	min	Minimal transaction Price to be included in the report.
<a href="#">decimal?</a>	max	Maximum transaction Price to be included in the report.
<a href="#">DateTime?</a>	begin	Minimum transaction date to be included in the report

TYPE	NAME	DESCRIPTION
DateTime?	end	Maximum transaction date to be included in the report
int	allUsers	Amount of all users that this user has made transactions with.



# Class PhotoAdding

## Inheritance

[object](#)

[DbContext](#)

[PicscamContext](#)

PhotoAdding

## Implements

[IInfrastructure<IServiceProvider>](#)

[IDbContextDependencies](#)

[IDbSetCache](#)

[IDbContextPoolable](#)

[IResettableService](#)

[IDisposable](#)

[IAsyncDisposable](#)

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

## Syntax

```
public class PhotoAdding : PicscamContext, IInfrastructure<IServiceProvider>, IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService, IDisposable, IAsyncDisposable
```

## Implements

[IInfrastructure<T>](#)

[IDbContextDependencies](#)

[IDbSetCache](#)

[IDbContextPoolable](#)

[IResettableService](#)

[IDisposable](#)

[IAsyncDisposable](#)

# Class PhotoAdding.Adding

Inheritance

[object](#)

PhotoAdding.Adding

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class PhotoAdding.Adding
```

## Methods

UploadImageToDatabase(string)

Declaration

```
public void UploadImageToDatabase(string imagePath)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	imagePath	

# Class Pic

Inheritance

[object](#)

Pic

Implements

[IMediator](#)

[INotifyPropertyChanged](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class Pic : IMediator, INotifyPropertyChanged
```

## Constructors

Pic(int, bool)

Declaration

```
public Pic(int pictureId, bool isPictureLocal)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	pictureId	
<a href="#">bool</a>	isPictureLocal	

## Properties

### CommentComponent

Component allowing the window to display, delete and post comments.

Declaration

```
public CommentComponent CommentComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">CommentComponent</a>	

### DescriptionEditComponent

Component in charge of TextBox responsible for modifying the picture's description.

Declaration

```
public ActivatedTextEditComponent DescriptionEditComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ActivatedTextEditComponent</a>	

LocalPicture

Declaration

```
public Picture? LocalPicture { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Picture</a>	

MessageComponent

Component enabling info/error message display.

Declaration

```
public MessageComponent MessageComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">MessageComponent</a>	

NameEditComponent

Component in charge of TextBox responsible for modifying the picture's name.

Declaration

```
public ActivatedTextEditComponent NameEditComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ActivatedTextEditComponent</a>	

PicWindowInfo

General, unchangeable info about the current Pic window.

Declaration

```
public PicWindowInfo PicWindowInfo { get; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">PicWindowInfo</a>	

PictureDataDisplayComponent

Declaration

```
public PictureDataDisplayComponent PictureDataDisplayComponent { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PictureDataDisplayComponent</a>	

### PictureDisplayComponent

Component responsible for data binding the displayed WPF Image to a BitmapImage object. Has methods allowing the image to be loaded either from file or from a byte array.

#### Declaration

```
public PictureDisplayComponent PictureDisplayComponent { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PictureDisplayComponent</a>	

### PictureRemovalComponent

Component allowing for proper picture removal - takes care of all dependent entities. Is able to delete the picture data and/or remove it from PicScam system.

#### Declaration

```
public PictureRemovalComponent PictureRemovalComponent { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PictureRemovalComponent</a>	

### ServerLocalIntegrationComponent

#### Declaration

```
public ServerLocalIntegrationComponent ServerLocalIntegrationComponent { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">ServerLocalIntegrationComponent</a>	

### ServerPicture

#### Declaration

```
public Picture? ServerPicture { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">Picture</a>	

### TagAssignmentDisplayComponent

Component enabling the display of the picture's tags.

Declaration

```
public TagAssignmentDisplayComponent TagAssignmentDisplayComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">TagAssignmentDisplayComponent</a>	

### UserComponent

Component enabling user identification. Makes it able to create buttons that are accessible only to the owner of the picture.

Declaration

```
public UserComponent UserComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">UserComponent</a>	

### \_localContext

Declaration

```
public PicscamContext _localContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

### \_serverContext

Declaration

```
public KirschniPicscamContext _serverContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

### Methods

#### InitializeBuyComponent()

Declaration

```
public void InitializeBuyComponent()
```

## Notify(object, string)

Handles messages coming in from the components.

Declaration

```
public void Notify(object sender, string eventName)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	One of the components.
<a href="#">string</a>	eventName	Type of the event.

## Events

### DatabaseModified

Raised when modifications to the database should cause a main menu refresh.

Declaration

```
public event EventHandler DatabaseModified
```

Event Type

TYPE	DESCRIPTION
<a href="#">EventHandler</a>	

### PictureEntryMissing

Raised when an entry is missing and main menu needs to display an appropriate message.

Declaration

```
public event EventHandler PictureEntryMissing
```

Event Type

TYPE	DESCRIPTION
<a href="#">EventHandler</a>	

### PropertyChanged

Raised when a data binded value has been changed and GUI needs an update.

Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

Event Type

TYPE	DESCRIPTION
PropertyChangedEventHandler	

Implements

[IMediator](#)

[INotifyPropertyChanged](#)



# Class PicWindowInfo

General info about a singular Pic window. It is never changed through the course of the window's lifespan.

Inheritance

[object](#)

PicWindowInfo

Implements

[IEquatable<PicWindowInfo>](#)

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public record PicWindowInfo : IEquatable<PicWindowInfo>
```

## Properties

### IsOwner

Declaration

```
public bool IsOwner { get; init; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

### IsPictureLocal

Declaration

```
public bool IsPictureLocal { get; init; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

### LocalPictureId

Declaration

```
public int LocalPictureId { get; init; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### ServerPictureId

Declaration

```
public int ServerPictureId { get; init; }
```

Property Value

TYPE	DESCRIPTION
int	

Implements

[IEquatable<T>](#)

# Class PurchasesPage

DONE Sell button inactive on local pictures with no server equivalent Download button inactive on NOT BOUGHT pictures

## Inheritance

- [object](#)
- [DispatcherObject](#)
- [DependencyObject](#)
- [Visual](#)
- [UIElement](#)
- [FrameworkElement](#)
- [Page](#)
- PurchasesPage

## Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)
- [IMediator](#)

Namespace: [PicScam](#)  
Assembly: [PicScam.dll](#)

## Syntax

```
public class PurchasesPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild, IMediator
```

## Constructors

### PurchasesPage()

Initializes all ListView bindings.

## Declaration

```
public PurchasesPage()
```

## Properties

### OffersBinding

Data binds to the viewed ACTIVE OFFERS list.

## Declaration

```
public List<ActiveOfferViewModel> OffersBinding { get; set; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;ActiveOfferViewModel&gt;</a>	

### PurchasesBinding

Data binds to the viewed PURCHASES list.

#### Declaration

```
public List<RecordedPaymentViewModel> PurchasesBinding { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	

#### SalesBinding

Data binds to the viewed SALES list.

#### Declaration

```
public List<RecordedPaymentViewModel> SalesBinding { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	

#### \_localContext

Local database context.

#### Declaration

```
public PicscamContext _localContext { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

#### \_serverContext

Server database context

#### Declaration

```
public KirschniPicscamContext _serverContext { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

#### Methods

##### Notify(object, string)

Handles component messages.

#### Declaration

```
public void Notify(object sender, string eventName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	One of the components.
<a href="#">string</a>	eventName	Empty.

PicLink\_Click(object, EventArgs)

Opens a new Pic window with picture of the clicked ID.

#### Declaration

```
public void PicLink_Click(object sender, EventArgs e)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	Clickable PictureID column.
<a href="#">EventArgs</a>	e	Empty.

#### Events

PropertyChanged

Raised when a data binded value has been changed and GUI needs an update.

#### Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

#### Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

#### Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

[IMediator](#)

# Class RecordedPaymentViewModel

ViewModel for displaying a single completed payment. It can be either a SALE or a PURCHASE.

Inheritance

[object](#)

RecordedPaymentViewModel

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class RecordedPaymentViewModel
```

## Constructors

RecordedPaymentViewModel(int, string, DateTime, int, string, string, int, string, decimal)

Declaration

```
public RecordedPaymentViewModel(int bID, string date, DateTime dateFull, int uID, string name, string email, int pID, string pName, decimal price)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	bID	
<a href="#">string</a>	date	
<a href="#">DateTime</a>	dateFull	
<a href="#">int</a>	uID	
<a href="#">string</a>	name	
<a href="#">string</a>	email	
<a href="#">int</a>	pID	
<a href="#">string</a>	pName	
<a href="#">decimal</a>	price	

## Properties

### BoughtId

ID in the Bought table.

Declaration

```
public int BoughtId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Date

DateTime in dd/MM/yyyy HH:mm format specifying when the row in Bought table has been created.

Declaration

```
public string Date { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

DateFull

Date as full DateTime type.

Declaration

```
public DateTime DateFull { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

FontSize

Declaration

```
public static int FontSize { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

HeightBinding

Declaration

```
public static int HeightBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

PictureId

Picture ID in the server database.

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

PictureName

Full name of the picture.

Declaration

```
public string PictureName { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Price

Paid money in PLN.

Declaration

```
public decimal Price { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal	

UserEmail

Email of: customer in the case of SALE picture owner in the case of PURCHASE

Declaration

```
public string UserEmail { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

UserId

Customer/Seller ID.

Declaration

```
public int UserId { get; set; }
```

Property Value



TYPE	DESCRIPTION
int	

Username

Name + Surname of: customer in the case of SALE picture owner in the case of PURCHASE

Declaration

```
public string Username { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

# Class Registration

Registration page

Inheritance

[object](#)

[DispatcherObject](#)

[DependencyObject](#)

[Visual](#)

[UIElement](#)

[FrameworkElement](#)

[Control](#)

[ContentControl](#)

[Window](#)

Registration

Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class Registration : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### Registration()

Registration page constructor, sets icon

Declaration

```
public Registration()
```

## Methods

### Reset()

Empties all the fields

Declaration

```
public void Reset()
```

## Implements

[IAnimatable](#)

[ISupportInitialize](#)

[IFrameworkInputElement](#)

[IInputElement](#)

[IQueryAmbient](#)

[IAddChild](#)

# Class ReportQueryWindow

Window allowing the user to parametrize their payment history report.

Inheritance

[object](#)

ReportQueryWindow

Implements

[IMediator](#)

[INotifyPropertyChanged](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class ReportQueryWindow : IMediator, INotifyPropertyChanged
```

## Constructors

ReportQueryWindow(List<RecordedPaymentViewModel>, List<RecordedPaymentViewModel>)

Fills available Customer/Seller List and saves purchases/sales list state.

Declaration

```
public ReportQueryWindow(List<RecordedPaymentViewModel> purchases, List<RecordedPaymentViewModel> sales)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	purchases	Current user's purchases.
<a href="#">List&lt;RecordedPaymentViewModel&gt;</a>	sales	Current user's sales.

## Properties

ArePurchasesIncluded

Specifies if purchases should be listed in the report.

Declaration

```
public bool ArePurchasesIncluded { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

AreSalesIncluded

Specifies if sales should be listed in the report.

Declaration

```
public bool AreSalesIncluded { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

### BeginningTimeRangeFormatted

Minimum transaction date to be included in the report - formatted as a string containing only the date.

Declaration

```
public string BeginningTimeRangeFormatted { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

### CustomerSellersBinding

Binds all customers/sellers the current user made transactions with to the report filter.

Declaration

```
public List<CustomerSellerViewModel> CustomerSellersBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
List<CustomerSellerViewModel>	

### EndingTimeRangeFormatted

Maximum transaction date to be included in the report - formatted as a string containing only the date.

Declaration

```
public string EndingTimeRangeFormatted { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

### MaxPriceBinding

Maximum transaction Price to be included in the report.

Declaration

```
public string MaxPriceBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## MinPriceBinding

Minimal transaction Price to be included in the report.

Declaration

```
public string MinPriceBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## SelectedDate

Date currently selected in the GUI calendar.

Declaration

```
public DateTime? SelectedDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime?</a>	

## \_localContext

Declaration

```
public PicscamContext _localContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

## \_serverContext

Declaration

```
public KirschniPicscamContext _serverContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

## Methods

### Notify(object, string)

Handles messages coming in from the components.

## Declaration

```
public void Notify(object sender, string eventName)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	
<a href="#">string</a>	eventName	

## ResetMinButton\_Click(object, RoutedEventArgs)

Resets transaction minimum price.

## Declaration

```
public void ResetMinButton_Click(object sender, RoutedEventArgs e)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	"Reset" button.
<a href="#">RoutedEventArgs</a>	e	Empty.

## Events

### PropertyChanged

Raised when a data binded value has been changed and GUI needs an update.

## Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

## Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

## Implements

[IMediator](#)

[INotifyPropertyChanged](#)

# Class Retrieve

Retrieving password page

Inheritance

[object](#)

Retrieve

Implements

INavigationWindow

Namespace: [PicScam](#)

Assembly: PicScam.dll

Syntax

```
public class Retrieve : INavigationWindow
```

## Constructors

### Retrieve()

Default constructor, nothing interesting here

Declaration

```
public Retrieve()
```

## Methods

### CloseWindow()

Triggers the command to close a window.

Declaration

```
public void CloseWindow()
```

### GetFrame()

Provides direct access to the [Frame](#) used in navigation.

Declaration

```
public Frame GetFrame()
```

Returns

TYPE	DESCRIPTION
<a href="#">Frame</a>	Instance of the <a href="#">Frame</a> control.

### GetNavigation()

Provides direct access to the control responsible for navigation.

Declaration

```
public INavigation GetNavigation()
```

Returns

TYPE	DESCRIPTION
INavigation	Instance of the Wpf.Ui.Controls.Interfaces.INavigation control.

### Navigate(Type)

Lets you navigate to the selected page based on it's type. Should be used with Wpf.Ui.Mvvm.Contracts.IPageService.

Declaration

```
public bool Navigate(Type pageType)
```

Parameters

TYPE	NAME	DESCRIPTION
Type	pageType	Type of the page.

Returns

TYPE	DESCRIPTION
bool	

### SetPageService(IPageService)

Lets you attach the service that delivers page instances to Wpf.Ui.Controls.Interfaces.INavigation.

Declaration

```
public void SetPageService(IPageService pageService)
```

Parameters

TYPE	NAME	DESCRIPTION
IPageService	pageService	Instance of the Wpf.Ui.Mvvm.Contracts.IPageService with attached service provider.

### ShowWindow()

Triggers the command to open a window.

Declaration

```
public void ShowWindow()
```

### Implements

Wpf.Ui.Mvvm.Contracts.INavigationWindow



# Class SearchPage

Interaction logic for SearchPage.xaml

Inheritance

- [object](#)
- [DispatcherObject](#)
- [DependencyObject](#)
- [Visual](#)
- [UIElement](#)
- [FrameworkElement](#)
- [Page](#)
- SearchPage**

Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class SearchPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

Constructors

SearchPage(MainPage)

Declaration

```
public SearchPage(MainPage mainPg)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">MainPage</a>	mainPg	

Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)

# Class TagsPage

Interaction logic for TagsPage.xaml

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Page
- TagsPage

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild

Namespace: [PicScam](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class TagsPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

TagsPage()

constructor

Declaration

```
public TagsPage()
```

## Methods

SelectionChanged(int)

manipulate the view of edit tags and delete tags buttons

Declaration

```
public void SelectionChanged(int add)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	add	change in number of selected items

## Implements

- IAnimatable
- ISupportInitialize

IFrameworkInputElement  
IInputElement  
IQueryAmbient  
IAddChild

# Class UserSettingsPage

Page responsible for displaying and changing user data.

## Inheritance

[object](#)  
[DispatcherObject](#)  
[DependencyObject](#)  
[Visual](#)  
[UIElement](#)  
[FrameworkElement](#)  
[Page](#)  
UserSettingsPage

## Implements

[IAnimatable](#)  
[ISupportInitialize](#)  
[IFrameworkInputElement](#)  
[IInputElement](#)  
[IQueryAmbient](#)  
[IAddChild](#)

Namespace: [PicScam](#)

Assembly: PicScam.dll

## Syntax

```
public class UserSettingsPage : Page, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### UserSettingsPage()

Initializes page - displays user data from the databse.

## Declaration

```
public UserSettingsPage()
```

## Implements

[IAnimatable](#)  
[ISupportInitialize](#)  
[IFrameworkInputElement](#)  
[IInputElement](#)  
[IQueryAmbient](#)  
[IAddChild](#)

# Namespace PicScam.Bases

## Classes

### [BaseComponent](#)

A `BaseComponent` class contains a reference to its mediator object.

## Interfaces

### [IMediator](#)

Class responsible for handling the components' messages.

# Class BaseComponent

A `BaseComponent` class contains a reference to its mediator object.

## Inheritance

- [object](#)
- [BaseComponent](#)
- [ActivatedTextEditComponent](#)
- [MessageComponent](#)
- [PictureDisplayComponent](#)
- [UserComponent](#)
- [PdfPrintingComponent](#)
- [CommentComponent](#)
- [PictureDataDisplayComponent](#)
- [PictureRemovalComponent](#)
- [ServerLocalIntegrationComponent](#)
- [TagAssignmentDisplayComponent](#)
- [TagAssignmentEditComponent](#)

Namespace: `PicScam.Bases`  
Assembly: `PicScam.dll`

## Syntax

```
public class BaseComponent
```

## Constructors

### BaseComponent(IMediator)

#### Declaration

```
public BaseComponent(IMediator mediator = null)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Fields

### \_mediator

Handles the component's messages.

#### Declaration

```
protected IMediator? _mediator
```

#### Field Value

TYPE	DESCRIPTION
<a href="#">IMediator</a>	

## Methods

### SetMediator(IMediator)

#### Declaration

```
public void SetMediator(IMediator mediator)
```

Parameters

TYPE	NAME	DESCRIPTION
IMediator	mediator	

# Interface IMediator

Class responsible for handling the components' messages.

Namespace: [PicScam.Bases](#)

Assembly: PicScam.dll

Syntax

```
public interface IMediator
```

## Properties

### \_localContext

Declaration

```
PicscamContext _localContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

### \_serverContext

Declaration

```
KirschniPicscamContext _serverContext { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

## Methods

### Notify(object, string)

For component -> mediator communication

Declaration

```
void Notify(object sender, string eventName)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	The component object.
<a href="#">string</a>	eventName	Name of type of message.



# Namespace PicScam.CommonComponents

## Classes

### ActivatedTextEditComponent

Component responsible for managing editable TextBoxes that can be turned ON/OFF.

### MessageComponent

A component able to display user info or error messages. Has two methods of display - MessageBox for confirmation messages and PopUp for notifications.

### PictureDisplayComponent

Component responsible for displaying the image in GUI. Can load image from a file and from a byte array.

### UserComponent

Component enabling user identification. Makes it able to create buttons that are accessible only to the owner of the picture.

# Class ActivatedTextEditComponent

Component responsible for managing editable TextBoxes that can be turned ON/OFF.

Inheritance

[object](#)

[BaseComponent](#)

ActivatedTextEditComponent

Namespace: [PicScam.CommonComponents](#)

Assembly: PicScam.dll

Syntax

```
public class ActivatedTextEditComponent : BaseComponent
```

## Constructors

ActivatedTextEditComponent(bool, IMediator)

Component initialization.

Declaration

```
public ActivatedTextEditComponent(bool canValueBeEmpty, IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">bool</a>	canValueBeEmpty	True if user should be able to save an empty value in the TextBox.
<a href="#">IMediator</a>	mediator	The mediator handling this component's messages.

## Properties

DisplayedTextBeforeEdit

Holds the value stored in the TextBox before current session of editing began.

Declaration

```
public string DisplayedTextBeforeEdit { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

EditButtonsVisibility

Specifies if the "Save" and "Discard" buttons are active or not.

Declaration

```
public Visibility EditButtonsVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
Visibility	

## KeepBorder

Specifies if the TextBox should keep its border when editing is OFF.

Declaration

```
public bool KeepBorder { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

## TextBinding

The TextBox's text content.

Declaration

```
public string TextBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## Methods

### DiscardEditingResult(TextBox)

Ends editing without saving.

Declaration

```
public void DiscardEditingResult(TextBox textBox)
```

Parameters

TYPE	NAME	DESCRIPTION
TextBox	textBox	The TextBox to turn OFF.

### FillTextBox(string)

Update text displayed in the TextBox.

Declaration

```
public void FillTextBox(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
string	text	Text to be displayed.

### SaveDataBeforeEditing()

Called when user clicks an "Edit..." button. Saves the previous content of the textbox.

Declaration

```
public void SaveDataBeforeEditing()
```

### SaveEditingResult(TextBox)

Ends editing and returns the final string entered in the TextBox. If string is empty `CanValueBeEmpty` is set to false, returns null and notifies the mediator.

Declaration

```
public string? SaveEditingResult(TextBox textBox)
```

Parameters

TYPE	NAME	DESCRIPTION
TextBox	textBox	TextBox to get value from.

Returns

TYPE	DESCRIPTION
string	The displayed contents of the passed in TextBox or null if empty when it cannot be.

### StartEditing(TextBox)

Prepare window for editing - enables the specified textbox and makes its "Save" and "Discard" buttons visible. Is called after user clicks the "Edit..." button.

Declaration

```
public void StartEditing(TextBox textBox)
```

Parameters

TYPE	NAME	DESCRIPTION
TextBox	textBox	TextBox that will be enabled for edit.

# Class MessageComponent

A component able to display user info or error messages. Has two methods of display - MessageBox for confirmation messages and PopUp for notifications.

Inheritance

[object](#)  
[BaseComponent](#)

MessageComponent

Namespace: [PicScam.CommonComponents](#)  
Assembly: PicScam.dll

Syntax

```
public class MessageComponent : BaseComponent
```

## Constructors

### MessageComponent(IMediator)

Declaration

```
public MessageComponent(IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Methods

### DisplayInfoMessageBox(string, string)

Displays a simple info message box with no defined action when user clicks "OK".

Declaration

```
public void DisplayInfoMessageBox(string title, string message)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	title	Title in the bar of MessageBox.
<a href="#">string</a>	message	The longer description.

### DisplayInfoPopUp(string, string, Window, ToastPopUp?)

Displays a new popup with no defined clickable action.

Declaration

```
public void DisplayInfoPopUp(string title, string message, Window parentWindow, ToastPopUp? popup = null)
```

Parameters

TYPE	NAME	DESCRIPTION
string	title	Title of the PopUp.
string	message	Longer description.
Window	parentWindow	Parent window.
ToastPopUp	popup	Optional - reference to previous popup of the same kind.

# Class PictureDisplayComponent

Component responsible for displaying the image in GUI. Can load image from a file and from a byte array.

Inheritance

[object](#)

[BaseComponent](#)

PictureDisplayComponent

Namespace: [PicScam.CommonComponents](#)

Assembly: PicScam.dll

Syntax

```
public class PictureDisplayComponent : BaseComponent
```

## Constructors

PictureDisplayComponent(IMediator?)

Declaration

```
public PictureDisplayComponent(IMediator? mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Properties

PictureDisplaySourceBinding

Acts as a source of the image in the GUI.

Declaration

```
public ImageSource? PictureDisplaySourceBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ImageSource</a>	

## Methods

DisplayImageFromByteArray(byte[])

Loads an image from byte array and displays it.

Declaration

```
public void DisplayImageFromByteArray(byte[] pictureArray)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">byte[]</a>	pictureArray	Source byte array.

DisplayImageFromFile(string)

Loads an image from file and displays it.

Declaration

```
public void DisplayImageFromFile(string filePath)
```

Parameters

TYPE	NAME	DESCRIPTION
string	filePath	Path to the file on the local disc.



# Class UserComponent

Component enabling user identification. Makes it able to create buttons that are accessible only to the owner of the picture.

Inheritance

[object](#)  
[BaseComponent](#)

UserComponent

Namespace: [PicScam.CommonComponents](#)

Assembly: PicScam.dll

Syntax

```
public class UserComponent : BaseComponent
```

## Constructors

UserComponent(IMediator)

Declaration

```
public UserComponent(IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Properties

EmailBinding

Binds to the displayed email.

Declaration

```
public string EmailBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## Owner

The picture's owner entity.

Declaration

```
public User? Owner { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">User</a>	

OwnerButtonsVisibility

Specifies if owner-exclusive buttons should be accessible.

Declaration

```
public Visibility OwnerButtonsVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
Visibility	

## UsernameBinding

Binds to the displayed username.

Declaration

```
public string UsernameBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## Methods

### CheckIfOwner(int)

Returns true if specified user is the owner.

Declaration

```
public bool CheckIfOwner(int userId)
```

Parameters

TYPE	NAME	DESCRIPTION
int	userId	Checked user ID.

Returns

TYPE	DESCRIPTION
bool	Returns true if passed in user ID is the same as owner ID.

### DisplayOwnerButtonsIfCurrentUserIsOwner(int)

Checks if the passed in user ID is the same as owner ID. If it is, enables owner-exclusive buttons.

Declaration

```
public void DisplayOwnerButtonsIfCurrentUserIsOwner(int currentUserId)
```

Parameters

TYPE	NAME	DESCRIPTION
int	currentUserId	Id of currently logged user.

SetOwnerDisplayedInfo()

Displays user info in the UsernameBinding and EmailBinding.

Declaration

```
public void SetOwnerDisplayedInfo()
```

# Namespace PicScam.Migrations

## Classes

[add\\_tag](#)

A base class inherited by each EF Core migration.

# Class add\_tag

A base class inherited by each EF Core migration.

Inheritance

[object](#)

[Migration](#)

add\_tag

Namespace: [PicScam.Migrations](#)

Assembly: PicScam.dll

Syntax

```
[DbContext(typeof(PicscamContext))]  
[Migration("20230512210203_add_tag")]  
public class add_tag : Migration
```

Remarks

See [Database migrations](#) for more information and examples.

## Methods

BuildTargetModel(ModelBuilder)

Implemented to build the [TargetModel](#).

Declaration

```
protected override void BuildTargetModel(ModelBuilder modelBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">ModelBuilder</a>	modelBuilder	The <a href="#">ModelBuilder</a> to use to build the model.

Overrides

[Migration.BuildTargetModel\(ModelBuilder\)](#)

Remarks

See [Database migrations](#) for more information and examples.

Down(MigrationBuilder)

Builds the operations that will migrate the database 'down'.

Declaration

```
protected override void Down(MigrationBuilder migrationBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">MigrationBuilder</a>	migrationBuilder	The <a href="#">MigrationBuilder</a> that will build the operations.

Overrides

Migration.Down(MigrationBuilder)

Remarks

That is, builds the operations that will take the database from the state left in by this migration so that it returns to the state that it was in before this migration was applied.

This method must be overridden in each class that inherits from [Migration](#) if both 'up' and 'down' migrations are to be supported. If it is not overridden, then calling it will throw and it will not be possible to migrate in the 'down' direction.

See [Database migrations](#) for more information and examples.

Up(MigrationBuilder)

Builds the operations that will migrate the database 'up'.

Declaration

```
protected override void Up(MigrationBuilder migrationBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">MigrationBuilder</a>	migrationBuilder	The <a href="#">MigrationBuilder</a> that will build the operations.

Overrides

Migration.Up(MigrationBuilder)

Remarks

That is, builds the operations that will take the database from the state left in by the previous migration so that it is up-to-date with regard to this migration.

This method must be overridden in each class that inherits from [Migration](#).

See [Database migrations](#) for more information and examples.

# Namespace PicScam.Models

## Classes

[Bought](#)

[Comment](#)

[Offer](#)

[Owner](#)

[PicscamContext](#)

[Picture](#)

[Shared](#)

[Tag](#)

[TagAssignment](#)

[TestEntries1](#)

[TestEntries2](#)

[User](#)

# Class Bought

Inheritance

[object](#)

Bought

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Bought
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

## Offer

Declaration

```
public virtual Offer Offer { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Offer</a>	

## OfferId

Declaration

```
public int OfferId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

## User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">User</a>	



UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class Comment

Inheritance

[object](#)

Comment

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Comment
```

Properties

Content

Declaration

```
public string Content { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class Offer

Inheritance

[object](#)

Offer

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Offer
```

## Properties

### Boughts

Declaration

```
public virtual ICollection<Bought> Boughts { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection&lt;Bought&gt;</a>	

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

Price

Declaration

```
public decimal Price { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal	

# Class Owner

Inheritance

[object](#)

Owner

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Owner
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">User</a>	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class PicscamContext

## Inheritance

[object](#)  
[DbContext](#)  
PicscamContext  
[PhotoAdding](#)

## Implements

[IInfrastructure<IServiceProvider>](#)  
[IDbContextDependencies](#)  
[IDbSetCache](#)  
[IDbContextPoolable](#)  
[IResettableService](#)  
[IDisposable](#)  
[IAsyncDisposable](#)

Namespace: [PicScam.Models](#)  
Assembly: [PicScam.dll](#)

## Syntax

```
public class PicscamContext : DbContext, IInfrastructure<IServiceProvider>, IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService, IDisposable, IAsyncDisposable
```

## Constructors

### PicscamContext()

#### Declaration

```
public PicscamContext()
```

### PicscamContext(DbContextOptions<PicscamContext>)

#### Declaration

```
public PicscamContext(DbContextOptions<PicscamContext> options)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DbContextOptions&lt;PicscamContext&gt;</a>	options	

## Properties

### Boughts

#### Declaration

```
public virtual DbSet<Bought> Boughts { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Bought&gt;</a>	

## Comments

#### Declaration



```
public virtual DbSet<Comment> Comments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Comment&gt;</a>	

## Offers

Declaration

```
public virtual DbSet<Offer> Offers { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Offer&gt;</a>	

## Owners

Declaration

```
public virtual DbSet<Owner> Owners { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Owner&gt;</a>	

## Pictures

Declaration

```
public virtual DbSet<Picture> Pictures { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Picture&gt;</a>	

## Shareds

Declaration

```
public virtual DbSet<Shared> Shareds { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Shared&gt;</a>	

## TagAssignments

Declaration

```
public virtual DbSet<TagAssigment> TagAssignments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;TagAssignment&gt;</a>	

## Tags

Declaration

<pre>public virtual DbSet&lt;Tag&gt; Tags { get; set; }</pre>
---

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Tag&gt;</a>	

## TestEntries1s

Declaration

<pre>public virtual DbSet&lt;TestEntries1&gt; TestEntries1s { get; set; }</pre>
---

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;TestEntries1&gt;</a>	

## TestEntries2s

Declaration

<pre>public virtual DbSet&lt;TestEntries2&gt; TestEntries2s { get; set; }</pre>
---

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;TestEntries2&gt;</a>	

## Users

Declaration

<pre>public virtual DbSet&lt;User&gt; Users { get; set; }</pre>
---

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;User&gt;</a>	

## Methods

### OnConfiguring(DbContextOptionsBuilder)

Override this method to configure the database (and other options) to be used for this context. This method is called for each instance of the context that is created. The base implementation does nothing.

Declaration

```
protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DbContextOptionsBuilder</a>	optionsBuilder	A builder used to create or modify options for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure the context.

#### Overrides

[DbContext.OnConfiguring\(DbContextOptionsBuilder\)](#)

#### Remarks

In situations where an instance of [DbContextOptions](#) may or may not have been passed to the constructor, you can use [IsConfigured](#) to determine if the options have already been set, and skip some or all of the logic in [OnConfiguring\(DbContextOptionsBuilder\)](#).

See [DbContext lifetime, configuration, and initialization](#) for more information and examples.

### OnModelCreating(ModelBuilder)

Override this method to further configure the model that was discovered by convention from the entity types exposed in [DbSet<TEntity>](#) properties on your derived context. The resulting model may be cached and re-used for subsequent instances of your derived context.

#### Declaration

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">ModelBuilder</a>	modelBuilder	The builder being used to construct the model for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure aspects of the model that are specific to a given database.

#### Overrides

[DbContext.OnModelCreating\(ModelBuilder\)](#)

#### Remarks

If a model is explicitly set on the options for this context (via [UseModel\(IModel\)](#)) then this method will not be run. However, it will still run when creating a compiled model.

See [Modeling entity types and relationships](#) for more information and examples.

### Implements

[IInfrastructure<T>](#)

[IDbContextDependencies](#)

[IDbSetCache](#)

[IDbContextPoolable](#)

[IResettableService](#)

[IDisposable](#)

[IAsyncDisposable](#)

# Class Picture

Inheritance

[object](#)

Picture

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Picture
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### FilePath

Declaration

```
public string FilePath { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Height

Declaration

```
public int Height { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

ServerPictureId

Declaration

```
public int ServerPictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Size

Declaration

```
public long Size { get; set; }
```

Property Value

TYPE	DESCRIPTION
long	

Thumbnail

Declaration

```
public byte[]? Thumbnail { get; set; }
```

Property Value

TYPE	DESCRIPTION
byte[]	

Width

Declaration

```
public int Width { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class Shared

Inheritance

[object](#)

Shared

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Shared
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

## User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">User</a>	

### UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

# Class Tag

Inheritance

[object](#)

Tag

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class Tag
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### InverseParentTag

Declaration

```
public virtual ICollection<Tag> InverseParentTag { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection&lt;Tag&gt;</a>	

### Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

ParentTag

Declaration

```
public virtual Tag? ParentTag { get; set; }
```

Property Value

TYPE	DESCRIPTION
Tag	

ParentTagId

Declaration

```
public int? ParentTagId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int?	

TagAssignments

Declaration

```
public virtual ICollection<TagAssignment> TagAssignments { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<TagAssignment>	

User

Declaration

```
public virtual User? User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int? UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int?	



# Class TagAssignment

Inheritance

[object](#)

TagAssignment

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignment
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Tag

Declaration

```
public virtual Tag Tag { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Tag</a>	

### TagId

Declaration

```
public int TagId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class TestEntries1

Inheritance

[object](#)

TestEntries1

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class TestEntries1
```

## Properties

### EntryName

Declaration

```
public string? EntryName { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### TestEntries2s

Declaration

```
public virtual ICollection<TestEntries2> TestEntries2s { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection</a> < <a href="#">TestEntries2</a> >	

# Class TestEntries2

Inheritance

[object](#)

TestEntries2

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class TestEntries2
```

## Properties

### EntryProperty

Declaration

```
public string? EntryProperty { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### TestForeignKey

Declaration

```
public int? TestForeignKey { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int?</a>	

### TestForeignKeyNavigation

Declaration

```
public virtual TestEntries1? TestForeignKeyNavigation { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">TestEntries1</a>	

# Class User

Inheritance

[object](#)

User

Namespace: [PicScam.Models](#)

Assembly: PicScam.dll

Syntax

```
public class User
```

## Properties

### Boughts

Declaration

```
public virtual ICollection<Bought> Boughts { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection</a> < <a href="#">Bought</a> >	

## Comments

Declaration

```
public virtual ICollection<Comment> Comments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection</a> < <a href="#">Comment</a> >	

## Email

Declaration

```
public string Email { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

## IsPremium

Declaration

```
public byte IsPremium { get; set; }
```

Property Value

TYPE	DESCRIPTION
byte	

## Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## Owners

Declaration

```
public virtual ICollection<Owner> Owners { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Owner>	

## Password

Declaration

```
public string Password { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## PhotoUrl

Declaration

```
public string? PhotoUrl { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

## PremiumDate

Declaration

```
public DateTime? PremiumDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime?	

Shareds

Declaration

```
public virtual ICollection<Shared> Shareds { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Shared>	

Surname

Declaration

```
public string Surname { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

TagAssigments

Declaration

```
public virtual ICollection<TagAssigment> TagAssigments { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<TagAssigment>	

Tags

Declaration

```
public virtual ICollection<Tag> Tags { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Tag>	

# Namespace PicScam.PicWindow

## Classes

### [BingMapsGeocodeResponse](#)

Response model for the Bing Maps Geocode API (JSON)

#### [BingMapsGeocodeResponse.Address](#)

#### [BingMapsGeocodeResponse.Point](#)

#### [BingMapsGeocodeResponse.Resource](#)

#### [BingMapsGeocodeResponse.ResourceSet](#)

### [CommentComponent](#)

Component allowing the window to display, delete and post comments.

### [Geodata](#)

Geodata window, allows the user to set the geolocation of a picture

### [PictureDataDisplayComponent](#)

### [PictureRemovalComponent](#)

Component allowing for proper picture removal - takes care of all dependent entities. Is able to delete the picture data and/or remove it from PicScam system.

### [SellPic](#)

Window in which the user can add an offer to a picture or remove current active offer.

#### [SellPic.OfferSimple](#)

Simple class for displaying offers in the list view.

### [ServerLocalIntegrationComponent](#)

### [SharePic](#)

Window in which the owner of a picture can share access to that picture to other users.

#### [SharePic.UserSimple](#)

Simple user class for displaying users in the list view.

### [TagAssignmentDisplayComponent](#)

Component enabling the display of the picture's tags.

#### [TagAssignmentDisplayViewModel](#)

ViewModel for displaying a single Tag.

### [TagAssignmentEdit](#)

Window for adding and removing tags from a picture. Works both on universally seen tags and tags set to be seen only by the current user.

### [TagAssignmentEditComponent](#)

Component for TagAssignment manipulation.

#### [TagAssignmentEditViewModel](#)



ViewModel for displaying a single editable TagAssignment.

# Class BingMapsGeocodeResponse

Response model for the Bing Maps Geocode API (JSON)

Inheritance

[object](#)

BingMapsGeocodeResponse

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class BingMapsGeocodeResponse
```

## Properties

### AuthenticationResultCode

Declaration

```
[JsonProperty("authenticationResultCode")]
public string AuthenticationResultCode { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### BrandLogoUri

Declaration

```
[JsonProperty("brandLogoUri")]
public string BrandLogoUri { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Copyright

Declaration

```
[JsonProperty("copyright")]
public string Copyright { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### ResourceSets

Declaration

```
[JsonProperty("resourceSets")]
public List<BingMapsGeocodeResponse.ResourceSet> ResourceSets { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;BingMapsGeocodeResponse.ResourceSet&gt;</a>	

## StatusCode

Declaration

<pre>[JsonProperty("statusCode")] public int StatusCode { get; set; }</pre>
---

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

## StatusDescription

Declaration

<pre>[JsonProperty("statusDescription")] public string StatusDescription { get; set; }</pre>
--

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

# Class BingMapsGeocodeResponse.Address

Inheritance

[object](#)

BingMapsGeocodeResponse.Address

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class BingMapsGeocodeResponse.Address
```

## Properties

### AddressLine

Declaration

```
[JsonProperty("addressLine")]
public string AddressLine { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### AdminDistrict

Declaration

```
[JsonProperty("adminDistrict")]
public string AdminDistrict { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### AdminDistrict2

Declaration

```
[JsonProperty("adminDistrict2")]
public string AdminDistrict2 { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### CountryRegion

Declaration

```
[JsonProperty("countryRegion")]
public string CountryRegion { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

FormattedAddress

Declaration

```
[JsonProperty("formattedAddress")]
public string FormattedAddress { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Locality

Declaration

```
[JsonProperty("locality")]
public string Locality { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

PostalCode

Declaration

```
[JsonProperty("postalCode")]
public string PostalCode { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

# Class BingMapsGeocodeResponse.Point

Inheritance

[object](#)

BingMapsGeocodeResponse.Point

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class BingMapsGeocodeResponse.Point
```

## Properties

### Coordinates

Declaration

```
[JsonProperty("coordinates")]
public List<double> Coordinates { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;double&gt;</a>	

## Type

Declaration

```
[JsonProperty("type")]
public string Type { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

# Class BingMapsGeocodeResponse.Resource

Inheritance

[object](#)

BingMapsGeocodeResponse.Resource

Namespace: [PicScam.PicWindow](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class BingMapsGeocodeResponse.Resource
```

## Properties

### Address

Declaration

```
[JsonProperty("address")]
public BingMapsGeocodeResponse.Address Address { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">BingMapsGeocodeResponse.Address</a>	

### BoundingBox

Declaration

```
[JsonProperty("bbox")]
public List<double> BoundingBox { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;double&gt;</a>	

### Name

Declaration

```
[JsonProperty("name")]
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Point

Declaration

```
[JsonProperty("point")]
public BingMapsGeocodeResponse.Point Point { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">BingMapsGeocodeResponse.Point</a>	

Type

Declaration

```
[JsonProperty("__type")]  
public string Type { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	



# Class BingMapsGeocodeResponse.ResourceSet

Inheritance

[object](#)

BingMapsGeocodeResponse.ResourceSet

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class BingMapsGeocodeResponse.ResourceSet
```

## Properties

### EstimatedTotal

Declaration

```
[JsonProperty("estimatedTotal")]
public int EstimatedTotal { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

## Resources

Declaration

```
[JsonProperty("resources")]
public List<BingMapsGeocodeResponse.Resource> Resources { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;BingMapsGeocodeResponse.Resource&gt;</a>	

# Class CommentComponent

Component allowing the window to display, delete and post comments.

Inheritance

[object](#)

[BaseComponent](#)

CommentComponent

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class CommentComponent : BaseComponent
```

## Constructors

CommentComponent(Pic)

Declaration

```
public CommentComponent(Pic mediator)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">Pic</a>	mediator	

## Fields

\_mediator

Overrides the standard `_mediator` field found in components, because the comment component is always connected to a Pic window.

Declaration

```
public Pic _mediator
```

Field Value

TYPE	DESCRIPTION
<a href="#">Pic</a>	

## Properties

CharCount

Binds to the displayed current comment character count.

Declaration

```
public string CharCount { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### CommentFontStyleBinding

Binds to the style of the displayed text in the new comment TextBox.

Declaration

```
public FontStyle CommentFontStyleBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
FontStyle	

### CommentStackPanel

The GUI comment container.

Declaration

```
public StackPanel? CommentStackPanel { get; set; }
```

Property Value

TYPE	DESCRIPTION
StackPanel	

### CommentTextBinding

Binds to the text visibile in the new comment.

Declaration

```
public string CommentTextBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

### NewCommentBegan

Specifies if user began writing a new comment.

Declaration

```
public bool NewCommentBegan { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

### Methods

#### BeginNewCommentIfPossible()

Begins new comment if it hasn't already been started.

#### Declaration

```
public void BeginNewCommentIfPossible()
```

#### ClearNewComment()

Resets message displayed in the new comment TextBox.

#### Declaration

```
public void ClearNewComment()
```

#### CreateComment(string, int)

Returns a new Comment object with the specified text and userID.

#### Declaration

```
public Comment CreateComment(string text, int authorId)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">string</a>	text	New comment text.
<a href="#">int</a>	authorId	New comment author ID.

#### Returns

TYPE	DESCRIPTION
<a href="#">Comment</a>	A new Comment object.

#### DeleteCommentButton\_Click(object, RoutedEventArgs)

Displays a confirmation MessageBox and deletes comment if user clicks "YES".

#### Declaration

```
public void DeleteCommentButton_Click(object sender, RoutedEventArgs e)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	The "Delete" comment button.
<a href="#">RoutedEventArgs</a>	e	Empty.

#### RefreshCommentSection()

Clears the current comment section and displays it again basing on data from database.

#### Declaration

```
public void RefreshCommentSection()
```

## UpdateCharCount(string)

Updates the visible character count.

### Declaration

```
public void UpdateCharCount(string textContent)
```

### Parameters

TYPE	NAME	DESCRIPTION
string	textContent	The text of the current comment whose lenght should be displayed.

# Class Geodata

Geodata window, allows the user to set the geolocation of a picture

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- Window
- Geodata

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild

Namespace: [PicScam.PicWindow](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class Geodata : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild
```

## Constructors

### Geodata(int, bool)

Constructor for the Geodata window, sets the map view to the geolocation of the picture (if available)

Declaration

```
public Geodata(int pictureId, bool isPictureLocal)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	pictureId	id of the picture in db
<a href="#">bool</a>	isPictureLocal	true if picture is stored locally

## Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement

IQueryAmbient  
IAddChild

# Class PictureDataDisplayComponent

Inheritance

[object](#)  
[BaseComponent](#)

PictureDataDisplayComponent

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class PictureDataDisplayComponent : BaseComponent
```

## Constructors

PictureDataDisplayComponent(IMediator)

Declaration

```
public PictureDataDisplayComponent(IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Properties

CreationDateBinding

Declaration

```
public string CreationDateBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

DateTakenBinding

Declaration

```
public string DateTakenBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

DimensionsBinding

Declaration

```
public string DimensionsBinding { get; set; }
```

Property Value



TYPE	DESCRIPTION
string	

FileFormatBinding

Declaration

```
public string FileFormatBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

LatitudeBinding

Declaration

```
public string LatitudeBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

LongitudeBinding

Declaration

```
public string LongitudeBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

SizeBinding

Declaration

```
public string SizeBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

StorageTypeBinding

Declaration

```
public string StorageTypeBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Methods

DisplayServerExclusiveData(Picture)

Set bindings that are always dependent on the server storage. Bindings set: CreationDateBinding, DateTakenBinding, LatitudeBinding, LongitudeBinding.

Declaration

```
public void DisplayServerExclusiveData(Picture picture)
```

Parameters

TYPE	NAME	DESCRIPTION
Picture	picture	The server entity.

DisplaySourceSpecificData(long, int, int, string)

Set bindings that are dependent on the data in the local/server storage. Bindings set: DimensionsBinding, SizeBinding, FileFormatBinding.

Declaration

```
public void DisplaySourceSpecificData(long size, int width, int height, string fileFormat)
```

Parameters

TYPE	NAME	DESCRIPTION
long	size	File size.
int	width	Picture width.
int	height	Picture height.
string	fileFormat	Picture file format.

# Class PictureRemovalComponent

Component allowing for proper picture removal - takes care of all dependent entities. Is able to delete the picture data and/or remove it from PicScam system.

Inheritance

[object](#)  
[BaseComponent](#)

PictureRemovalComponent

Namespace: [PicScam.PicWindow](#)  
Assembly: PicScam.dll

Syntax

```
public class PictureRemovalComponent : BaseComponent
```

## Constructors

PictureRemovalComponent(Pic)

Declaration

```
public PictureRemovalComponent(Pic mediator)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">Pic</a>	mediator	

## Fields

\_mediator

Overrides \_mediator field. (PictureRemovalComponent is used only in the Pic window)

Declaration

```
public Pic _mediator
```

Field Value

TYPE	DESCRIPTION
<a href="#">Pic</a>	

## Properties

RemovePictureEntryPopupBinding

Help message upon hover on the "Remove Entry" button.

Declaration

```
public string RemovePictureEntryPopupBinding { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## RemovePictureFilePopupBinding

Help message upon hover on the "Remove File" button.

### Declaration

```
public string RemovePictureFilePopupBinding { get; set; }
```

### Property Value

TYPE	DESCRIPTION
string	

## Methods

### DeletePictureData()

Deletes the picture data. If picture is server side: Removes picture file from server storage. If local copies still exist on any computer, tags and comments etc. are unaffected.

If picture is local: Removes picture from Picscam system and then deletes its file from disc. If a server copy or a local copy on any computer still exists, tags and comments etc. are unaffected

### Declaration

```
public bool DeletePictureData()
```

### Returns

TYPE	DESCRIPTION
bool	

### DeletePictureEntry()

Deletes the picture entry from database. If picture is server side: Removes picture file stored on the server and deletes all additional info (tags, comments, etc.). Local copies are dissatached from the system.

If picture is local: Removes picture from Picscam system without deleting the file on local disc. If a server copy or a local copy on any computer still exists, tags and comments etc. are unaffected.

### Declaration

```
public bool DeletePictureEntry()
```

### Returns

TYPE	DESCRIPTION
bool	

### SetRemovalButtonHelpText(bool)

Sets "Remove File" and "Remove Entry" button help messages.

### Declaration

```
public void SetRemovalButtonHelpText(bool isLocal)
```

### Parameters

TYPE	NAME	DESCRIPTION
bool	isLocal	Is picture from local storage.

# Class SellPic

Window in which the user can add an offer to a picture or remove current active offer.

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- Window
- SellPic

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild
- IMediator
- INotifyPropertyChanged

Namespace: [PicScam.PicWindow](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class SellPic : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild, IMediator, INotifyPropertyChanged
```

## Constructors

### SellPic(int)

Initializes the window. Loads offers for the picture and displays them in the list view.

Declaration

```
public SellPic(int pictureId)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	pictureId	id of the solded pic

## Properties

### \_localContext

Database context for local database.

Declaration

```
public PicscamContext _localContext { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PiscamContext</a>	

#### `_serverContext`

Database context for server database.

#### Declaration

<pre>public KirschniPiscamContext _serverContext { get; set; }</pre>
--

#### Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPiscamContext</a>	

#### Methods

##### `FillListView(List<Offer>)`

Fills the list view with offers.

#### Declaration

<pre>public void FillListView(List&lt;Offer&gt; myOffers)</pre>
---

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;Offer&gt;</a>	myOffers	list of offers to be displayed

##### `Notify(object, string)`

Handles messages coming in from the components.

#### Declaration

<pre>public void Notify(object sender, string eventName)</pre>
--

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	One of the components.
<a href="#">string</a>	eventName	Type of the event.

#### Events

##### `PropertyChanged`

Raised when a data binded value has been changed and GUI needs an update.

## Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

## Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

## Implements

- [IAnimatable](#)
- [ISupportInitialize](#)
- [IFrameworkInputElement](#)
- [IInputElement](#)
- [IQueryAmbient](#)
- [IAddChild](#)
- [IMediator](#)
- [INotifyPropertyChanged](#)



# Class SellPic.OfferSimple

Simple class for displaying offers in the list view.

Inheritance

[object](#)

SellPic.OfferSimple

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class SellPic.OfferSimple
```

## Properties

### Active

Declaration

```
public string Active { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### CheckBoxVisibility

Declaration

```
public Visibility CheckBoxVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

IsChecked

Declaration

```
public bool IsChecked { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

Message

Declaration

```
public string Message { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

NumOfSells

Declaration

```
public int NumOfSells { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Price

Declaration

```
public decimal Price { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal	

# Class ServerLocalIntegrationComponent

Inheritance

[object](#)  
[BaseComponent](#)

ServerLocalIntegrationComponent

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class ServerLocalIntegrationComponent : BaseComponent
```

## Constructors

ServerLocalIntegrationComponent(Pic)

Declaration

```
public ServerLocalIntegrationComponent(Pic mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">Pic</a>	mediator	

## Fields

\_mediator

Overrides \_mediator field. (PictureRemovalComponent is used only in the Pic window)

Declaration

```
public Pic _mediator
```

Field Value

TYPE	DESCRIPTION
<a href="#">Pic</a>	

## Properties

SellButtonVisibility

Specifies if "Upload to server/Download from server" button should be accessible.

Declaration

```
public Visibility SellButtonVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

SwitchSourceButtonText

Binds to text displyed on the "Go to server picture"/"Go to local picture" button.

Binds to text displayed on the "Go to server picture"/"Go to local picture" button.

Declaration

```
public string SwitchSourceButtonText { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### SwitchSourceButtonVisibility

Specifies if "Go to server picture"/"Go to local picture" button should be accessible.

Declaration

```
public Visibility SwitchSourceButtonVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

### UploadButtonText

Binds to text displayed on the "Upload to server/Download from server" button.

Declaration

```
public string UploadButtonText { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### UploadButtonVisibility

Specifies if "Upload to server/Download from server" button should be accessible.

Declaration

```
public Visibility UploadButtonVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

### Methods

#### DownloadFromServer(Picture)

Downloads server picture data referenced in mediator to the local disc folder.

Declaration

```
public void DownloadFromServer(Picture localPicture)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">Picture</a>	localPicture	

#### Setup()

Sets visibility and text on buttons.

#### Declaration

```
public void Setup()
```

#### UploadToServer()

Uploads local picture data referenced in mediator to the server.

#### Declaration

```
public void UploadToServer()
```

# Class SharePic

Window in which the owner of a picture can share access to that picture to other users.

Inheritance

- object
- DispatcherObject
- DependencyObject
- Visual
- UIElement
- FrameworkElement
- Control
- ContentControl
- Window
- SharePic

Implements

- IAnimatable
- ISupportInitialize
- IFrameworkInputElement
- IInputElement
- IQueryAmbient
- IAddChild
- IMediator
- INotifyPropertyChanged

Namespace: [PicScam.PicWindow](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class SharePic : Window, IAnimatable, ISupportInitialize, IFrameworkInputElement, IInputElement, IQueryAmbient, IAddChild, IMediator, INotifyPropertyChanged
```

## Constructors

### SharePic(int)

Initializes the window - connects listview and combobox to their data sources and displays the users with whom we shared the photo.

Declaration

```
public SharePic(int pictureId)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">int</a>	pictureId	id of the current picture

## Properties

### \_localContext

Database context for local database.

Declaration

```
public PicscamContext _localContext { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

#### `_serverContext`

Database context for server database.

#### Declaration

```
public KirschniPicscamContext _serverContext { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

#### Methods

##### Notify(object, string)

Handles messages coming in from the components.

#### Declaration

```
public void Notify(object sender, string eventName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	One of the components.
<a href="#">string</a>	eventName	Type of the event.

#### Events

##### PropertyChanged

Raised when a data binded value has been changed and GUI needs an update.

#### Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

#### Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

#### Implements

IAnimatable  
ISupportInitialize  
IFrameworkInputElement  
IInputElement  
IQueryAmbient  
IAddChild  
IMediator  
INotifyPropertyChanged



# Class SharePic.UserSimple

Simple user class for displaying users in the list view.

Inheritance

[object](#)

SharePic.UserSimple

Namespace: [PicScam.PicWindow](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class SharePic.UserSimple
```

## Properties

### CheckBoxVisibility

Declaration

```
public Visibility CheckBoxVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

### Email

Declaration

```
public string Email { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### IsBuyer

Declaration

```
public bool IsBuyer { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

IsChecked

Declaration

```
public bool IsChecked { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

Message

Declaration

```
public string Message { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

# Class TagAssignmentDisplayComponent

Component enabling the display of the picture's tags.

Inheritance

[object](#)

[BaseComponent](#)

TagAssignmentDisplayComponent

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignmentDisplayComponent : BaseComponent
```

## Constructors

TagAssignmentDisplayComponent(IMediator)

Declaration

```
public TagAssignmentDisplayComponent(IMediator mediator = null)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	

## Properties

TagAssignmentDisplayViewModel

Current picture's tag list which is binded to the display.

Declaration

```
public List<TagAssignmentDisplayViewModel> TagAssignmentDisplayViewModel { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;TagAssignmentDisplayViewModel&gt;</a>	

## Methods

RefreshDisplayViewModel(List<TagAssignment>, int)

Refreshes tag display.

Declaration

```
public void RefreshDisplayViewModel(List<TagAssignment> pictureTags, int userId)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;TagAssignment&gt;</a>	pictureTags	All the picture's tag entities.

TYPE	NAME	DESCRIPTION
int	userId	Current user id.

# Class TagAssignmentDisplayViewModel

ViewModel for displaying a single Tag.

Inheritance

[object](#)

TagAssignmentDisplayViewModel

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignmentDisplayViewModel
```

## Properties

### TagColor

The tag's background color.

Declaration

```
public Brush TagColor { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Brush</a>	

### TagDisplayName

Name visible on the tag.

Declaration

```
public string TagDisplayName { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### TagFullName

Full name visibile on hover.

Declaration

```
public string TagFullName { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### TagVisibilityIcon

Binds to a globe icon for universally seen tags, binds to an user icon for tags seen only by the current user.

Declaration

```
public BitmapImage TagVisibilityIcon { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">BitmapImage</a>	

# Class TagAssignmentEdit

Window for adding and removing tags from a picture. Works both on universally seen tags and tags set to be seen only by the current user.

Inheritance

[object](#)

TagAssignmentEdit

Implements

[IMediator](#)

[INotifyPropertyChanged](#)

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignmentEdit : IMediator, INotifyPropertyChanged
```

## Constructors

TagAssignmentEdit(List<Tag>, List<TagAssignment>, int, bool)

Initializes window by filling the displayed Tag list.

Declaration

```
public TagAssignmentEdit(List<Tag> userTags, List<TagAssignment> pictureTags, int pictureId, bool isOwner)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;Tag&gt;</a>	userTags	Current user's tags.
<a href="#">List&lt;TagAssignment&gt;</a>	pictureTags	Viewed picture's all tags.
<a href="#">int</a>	pictureId	Viewed picture ID.
<a href="#">bool</a>	isOwner	Is current user the owner of the picture.

## Properties

TagAssignmentEditComponent

Component for TagAssignment manipulation.

Declaration

```
public TagAssignmentEditComponent TagAssignmentEditComponent { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">TagAssigmentEditComponent</a>	

**\_localContext**

Declaration

<code>public PicscamContext _localContext { get; set; }</code>
--

Property Value

TYPE	DESCRIPTION
<a href="#">PicscamContext</a>	

**\_serverContext**

Declaration

<code>public KirschniPicscamContext _serverContext { get; set; }</code>
---

Property Value

TYPE	DESCRIPTION
<a href="#">KirschniPicscamContext</a>	

**Methods**

**Notify(object, string)**

Handles messages coming in from the components.

Declaration

<code>public void Notify(object sender, string eventName)</code>
--

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">object</a>	sender	
<a href="#">string</a>	eventName	

**Events**

**NotifyParentWindow**

Raised when this window's parent window should be notified.

Declaration

<code>public event EventHandler NotifyParentWindow</code>
---

Event Type



TYPE	DESCRIPTION
<a href="#">EventHandler</a>	

PropertyChanged

Raised when modifications to the database should cause a main menu refresh.

Declaration

```
public event PropertyChangedEventHandler? PropertyChanged
```

Event Type

TYPE	DESCRIPTION
<a href="#">PropertyChangedEventHandler</a>	

Implements

- [IMediator](#)
- [INotifyPropertyChanged](#)

# Class TagAssignmentEditComponent

Component for TagAssignment manipulation.

Inheritance

[object](#)  
[BaseComponent](#)

TagAssignmentEditComponent

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignmentEditComponent : BaseComponent
```

## Constructors

TagAssignmentEditComponent(IMediator, bool)

Declaration

```
public TagAssignmentEditComponent(IMediator mediator, bool AllowGlobalTagAssignment)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IMediator</a>	mediator	
<a href="#">bool</a>	AllowGlobalTagAssignment	

## Properties

AllowGlobalTagAssignment

Specifies if current user can modify global tags on the picture.

Declaration

```
public bool AllowGlobalTagAssignment { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

GlobalTagIconVisibility

Specifies if a global tag icon (Globe) should be displayed.

Declaration

```
public Visibility GlobalTagIconVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

## TagAssignmentEditViewModel

Binds displayed GUI list to the ViewModel.

Declaration

```
public List<TagAssignmentEditViewModel> TagAssignmentEditViewModel { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">List&lt;TagAssignmentEditViewModel&gt;</a>	

## Methods

**FillListView(List<Tag>, List<TagAssignment>)**

Sets display and checkbox status for all user tags.

Declaration

```
public void FillListView(List<Tag> userTags, List<TagAssignment> pictureTags)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;Tag&gt;</a>	userTags	All current user's tags.
<a href="#">List&lt;TagAssignment&gt;</a>	pictureTags	All picture's tags.

**SaveTagState(List<TagAssignment>, int, int, KirschniPicscamContext)**

Creates/deletes TagAssignments for all user Tags depending on checkbox status.

Declaration

```
public void SaveTagState(List<TagAssignment> pictureTags, int pictureId, int currentUserId, KirschniPicscamContext context)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">List&lt;TagAssignment&gt;</a>	pictureTags	All picture's tags.
<a href="#">int</a>	pictureId	Server picture ID.
<a href="#">int</a>	currentUserId	Current user ID.
<a href="#">KirschniPicscamContext</a>	context	Server context to update.

# Class TagAssignmentEditViewModel

ViewModel for displaying a single editable TagAssignment.

Inheritance

[object](#)

TagAssignmentEditViewModel

Namespace: [PicScam.PicWindow](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignmentEditViewModel
```

## Properties

### GlobalTagCheckboxVisibility

Specifies if this tag's global checkbox can be selected by current user.

Declaration

```
public Visibility GlobalTagCheckboxVisibility { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Visibility</a>	

### GlobalTagChecked

Specifies if this tag's global checkbox has been selected.

Declaration

```
public bool GlobalTagChecked { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">bool</a>	

### TagDisplayDescription

Tag description visible directly in the GUI.

Declaration

```
public string TagDisplayDescription { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### TagDisplayName

Tag name visible directly in the GUI.

#### Declaration

```
public string TagDisplayName { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
string	

#### TagFullDescription

Tag description visibile on hover.

#### Declaration

```
public string TagFullDescription { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
string	

#### TagFullName

Tag name visible on hover.

#### Declaration

```
public string TagFullName { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
string	

#### TagId

The TagAssigment's referenced TagId.

#### Declaration

```
public int TagId { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
int	

#### UserTagChecked

Specifies if this tag's user-specific checkbox has been selected.

#### Declaration

```
public bool UserTagChecked { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
bool	

# Namespace PicScam.Properties

Classes

[Resources](#)

A strongly-typed resource class, for looking up localized strings, etc.

# Class Resources

A strongly-typed resource class, for looking up localized strings, etc.

Inheritance

[object](#)

Resources

Namespace: [PicScam.Properties](#)

Assembly: [PicScam.dll](#)

Syntax

```
[GeneratedCode("System.Resources.Tools.StronglyTypedResourceBuilder", "17.0.0.0")]
[DebuggerNonUserCode]
[CompilerGenerated]
public class Resources
```

Properties

Culture

Overrides the current thread's [CurrentUICulture](#) property for all resource lookups using this strongly typed resource class.

Declaration

```
[EditorBrowsable(EditorBrowsableState.Advanced)]
public static CultureInfo Culture { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">CultureInfo</a>	

ResourceManager

Returns the cached [ResourceManager](#) instance used by this class.

Declaration

```
[EditorBrowsable(EditorBrowsableState.Advanced)]
public static ResourceManager ResourceManager { get; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ResourceManager</a>	



# Namespace PicScam.ServerModels

## Classes

[Bought](#)

[Comment](#)

[KirschniPicscamContext](#)

[Offer](#)

[Owner](#)

[PasswordReset](#)

[Picture](#)

[Shared](#)

[Tag](#)

[TagAssignment](#)

[User](#)

# Class Bought

Inheritance

[object](#)

Bought

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class Bought
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Offer

Declaration

```
public virtual Offer Offer { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Offer</a>	

### OfferId

Declaration

```
public int OfferId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class Comment

Inheritance

object

Comment

Namespace: PicScam.ServerModels

Assembly: PicScam.dll

Syntax

```
public class Comment
```

## Properties

### Content

Declaration

```
public string Content { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

### Picture

Declaration

```
public virtual Picture Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
Picture	

PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class KirschniPicscamContext

## Inheritance

[object](#)  
[DbContext](#)  
KirschniPicscamContext

## Implements

[IInfrastructure<IServiceProvider>](#)  
[IDbContextDependencies](#)  
[IDbSetCache](#)  
[IDbContextPoolable](#)  
[IResettableService](#)  
[IDisposable](#)  
[IAsyncDisposable](#)

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

## Syntax

```
public class KirschniPicscamContext : DbContext, IInfrastructure<IServiceProvider>, IDbContextDependencies, IDbSetCache, IDbContextPoolable, IResettableService, IDisposable, IAsyncDisposable
```

## Constructors

KirschniPicscamContext()

### Declaration

```
public KirschniPicscamContext()
```

KirschniPicscamContext(DbContextOptions<KirschniPicscamContext>)

### Declaration

```
public KirschniPicscamContext(DbContextOptions<KirschniPicscamContext> options)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DbContextOptions&lt;KirschniPicscamContext&gt;</a>	options	

## Properties

### Boughts

#### Declaration

```
public virtual DbSet<Bought> Boughts { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Bought&gt;</a>	

## Comments

### Declaration

```
public virtual DbSet<Comment> Comments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Comment&gt;</a>	

## Offers

Declaration

```
public virtual DbSet<Offer> Offers { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Offer&gt;</a>	

## Owners

Declaration

```
public virtual DbSet<Owner> Owners { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Owner&gt;</a>	

## PasswordResets

Declaration

```
public virtual DbSet<PasswordReset> PasswordResets { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;PasswordReset&gt;</a>	

## Pictures

Declaration

```
public virtual DbSet<Picture> Pictures { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Picture&gt;</a>	

## Shares

Declaration

```
public virtual DbSet<Shared> Shares { get; set; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Shared&gt;</a>	

## TagAssignments

### Declaration

<code>public virtual DbSet&lt;TagAssignment&gt; TagAssignments { get; set; }</code>
---

## Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;TagAssignment&gt;</a>	

## Tags

### Declaration

<code>public virtual DbSet&lt;Tag&gt; Tags { get; set; }</code>
---

## Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;Tag&gt;</a>	

## Users

### Declaration

<code>public virtual DbSet&lt;User&gt; Users { get; set; }</code>
---

## Property Value

TYPE	DESCRIPTION
<a href="#">DbSet&lt;User&gt;</a>	

## Methods

### OnConfiguring(DbContextOptionsBuilder)

Override this method to configure the database (and other options) to be used for this context. This method is called for each instance of the context that is created. The base implementation does nothing.

### Declaration

<code>protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)</code>
--

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DbContextOptionsBuilder</a>	optionsBuilder	A builder used to create or modify options for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure the context.



Overrides

[DbContext.OnConfiguring\(DbContextOptionsBuilder\)](#)

Remarks

In situations where an instance of [DbContextOptions](#) may or may not have been passed to the constructor, you can use [IsConfigured](#) to determine if the options have already been set, and skip some or all of the logic in [OnConfiguring\(DbContextOptionsBuilder\)](#).

See [DbContext lifetime, configuration, and initialization](#) for more information and examples.

**OnModelCreating(ModelBuilder)**

Override this method to further configure the model that was discovered by convention from the entity types exposed in [DbSet<TEntity>](#) properties on your derived context. The resulting model may be cached and re-used for subsequent instances of your derived context.

Declaration

```
protected override void OnModelCreating(ModelBuilder modelBuilder)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">ModelBuilder</a>	modelBuilder	The builder being used to construct the model for this context. Databases (and other extensions) typically define extension methods on this object that allow you to configure aspects of the model that are specific to a given database.

Overrides

[DbContext.OnModelCreating\(ModelBuilder\)](#)

Remarks

If a model is explicitly set on the options for this context (via [UseModel\(IModel\)](#)) then this method will not be run. However, it will still run when creating a compiled model.

See [Modeling entity types and relationships](#) for more information and examples.

Implements

- [IInfrastructure<T>](#)
- [IDbContextDependencies](#)
- [IDbSetCache](#)
- [IDbContextPoolable](#)
- [IResettableService](#)
- [IDisposable](#)
- [IAsyncDisposable](#)

# Class Offer

Inheritance

[object](#)

Offer

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class Offer
```

## Properties

### Boughts

Declaration

```
public virtual ICollection<Bought> Boughts { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection&lt;Bought&gt;</a>	

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### IsActive

Declaration

```
public ulong IsActive { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ulong</a>	

Picture

Declaration

```
public virtual Picture Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
Picture	

PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Price

Declaration

```
public decimal Price { get; set; }
```

Property Value

TYPE	DESCRIPTION
decimal	

# Class Owner

Inheritance

[object](#)

Owner

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class Owner
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Picture

Declaration

```
public virtual Picture Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Picture</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class PasswordReset

Inheritance

[object](#)

PasswordReset

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class PasswordReset
```

## Properties

### CodeHash

Declaration

```
public string CodeHash { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">User</a>	

### UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

ValidDate

Declaration

```
public DateTime ValidDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

# Class Picture

Inheritance

[object](#)

Picture

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class Picture
```

## Properties

## Comments

Declaration

```
public virtual ICollection<Comment> Comments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection&lt;Comment&gt;</a>	

## CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

## DateTaken

Declaration

```
public DateOnly? DateTaken { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateOnly?</a>	

## Description

Declaration

```
public string? Description { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	



FileExtension

Declaration

```
public string FileExtension { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

FullPicture

Declaration

```
public byte[]? FullPicture { get; set; }
```

Property Value

TYPE	DESCRIPTION
byte[]	

Geolocation

Declaration

```
public Point? Geolocation { get; set; }
```

Property Value

TYPE	DESCRIPTION
Point	

Height

Declaration

```
public int Height { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

LocalPictureAmount

Declaration

```
public int LocalPictureAmount { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Offers

Declaration

```
public virtual ICollection<Offer> Offers { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Offer>	

Owners

Declaration

```
public virtual ICollection<Owner> Owners { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Owner>	

Shares

Declaration

```
public virtual ICollection<Shared> Shares { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Shared>	

Size

Declaration

```
public int Size { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
int	

### TagAssignments

#### Declaration

```
public virtual ICollection<TagAssignment> TagAssignments { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
ICollection<TagAssignment>	

### Thumbnail

#### Declaration

```
public byte[]? Thumbnail { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
byte[]	

### Width

#### Declaration

```
public int Width { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
int	

# Class Shared

Inheritance

object

Shared

Namespace: [PicScam.ServerModels](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class Shared
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Picture

Declaration

```
public virtual Picture Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Picture</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

# Class Tag

Inheritance

[object](#)

Tag

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class Tag
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Description

Declaration

```
public string? Description { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### InverseParentTag

Declaration

```
public virtual ICollection<Tag> InverseParentTag { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection&lt;Tag&gt;</a>	

Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

ParentTag

Declaration

```
public virtual Tag? ParentTag { get; set; }
```

Property Value

TYPE	DESCRIPTION
Tag	

ParentTagId

Declaration

```
public int? ParentTagId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int?	

TagAssigments

Declaration

```
public virtual ICollection<TagAssignment> TagAssigments { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<TagAssignment>	

User

Declaration

```
public virtual User User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	



# Class TagAssignment

Inheritance

[object](#)

TagAssignment

Namespace: [PicScam.ServerModels](#)

Assembly: PicScam.dll

Syntax

```
public class TagAssignment
```

## Properties

### CreationDate

Declaration

```
public DateTime CreationDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">DateTime</a>	

### Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

### Picture

Declaration

```
public virtual Picture Picture { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">Picture</a>	

### PictureId

Declaration

```
public int PictureId { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

Tag

Declaration

```
public virtual Tag Tag { get; set; }
```

Property Value

TYPE	DESCRIPTION
Tag	

TagId

Declaration

```
public int TagId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int	

User

Declaration

```
public virtual User? User { get; set; }
```

Property Value

TYPE	DESCRIPTION
User	

UserId

Declaration

```
public int? UserId { get; set; }
```

Property Value

TYPE	DESCRIPTION
int?	

# Class User

Inheritance

[object](#)

User

Namespace: [PicScam.ServerModels](#)

Assembly: [PicScam.dll](#)

Syntax

```
public class User
```

## Properties

### Boughts

Declaration

```
public virtual ICollection<Bought> Boughts { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection</a> < <a href="#">Bought</a> >	

## Comments

Declaration

```
public virtual ICollection<Comment> Comments { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ICollection</a> < <a href="#">Comment</a> >	

## Email

Declaration

```
public string Email { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">string</a>	

## Id

Declaration

```
public int Id { get; set; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">int</a>	

IsPremium

Declaration

```
public bool IsPremium { get; set; }
```

Property Value

TYPE	DESCRIPTION
bool	

Name

Declaration

```
public string Name { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

Owners

Declaration

```
public virtual ICollection<Owner> Owners { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Owner>	

Password

Declaration

```
public string Password { get; set; }
```

Property Value

TYPE	DESCRIPTION
string	

PasswordResets

Declaration

```
public virtual ICollection<PasswordReset> PasswordResets { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<PasswordReset>	

PremiumDate

## Declaration

```
public DateTime? PremiumDate { get; set; }
```

## Property Value

TYPE	DESCRIPTION
DateTime?	

## ProfilePictureUrl

### Declaration

```
public string? ProfilePictureUrl { get; set; }
```

## Property Value

TYPE	DESCRIPTION
string	

## Shareds

### Declaration

```
public virtual ICollection<Shared> Shareds { get; set; }
```

## Property Value

TYPE	DESCRIPTION
ICollection<Shared>	

## Surname

### Declaration

```
public string Surname { get; set; }
```

## Property Value

TYPE	DESCRIPTION
string	

## TagAssigments

### Declaration

```
public virtual ICollection<TagAssignment> TagAssigments { get; set; }
```

## Property Value

TYPE	DESCRIPTION
ICollection<TagAssignment>	

## Tags

### Declaration

```
public virtual ICollection<Tag> Tags { get; set; }
```

Property Value

TYPE	DESCRIPTION
ICollection<Tag>	