

Sprint 3

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Printing;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;

namespace sprint3
{
    /// <summary>
    /// Interaction logic for MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
        }

        private void AddItems_Click(object sender, RoutedEventArgs)
        {
            // clear previous elements from list
            listItems.Items.Clear();
        }
    }
}
```

```

// create objects
House wayneManor = new House("Wayne Manor", "Negra /
Hotel transylvania = new Hotel("Transylvania", "Spoc
Flat happyFlat = new Flat("Happy Flat", "Happy Stre
Sofa susSofa = new Sofa("Craigslist Sofa", "Shady Si
UniDorm wesleyHall = new UniDorm("Wesley Hall", "Sou

// add objects to list box
listItems.Items.Add(wayneManor.fetchName());
listItems.Items.Add(transylvania.fetchName());
listItems.Items.Add(happyFlat.fetchName());
listItems.Items.Add(susSofa.fetchName());
listItems.Items.Add(wesleyHall.fetchName());

// clear elements from combo box
accomComboBox.Items.Clear();

// add objects to combo box
accomComboBox.Items.Add(new { value = wayneManor, d:
accomComboBox.Items.Add(new { value = transylvania,
accomComboBox.Items.Add(new { value = happyFlat, di:
accomComboBox.Items.Add(new { value = susSofa, disp:
accomComboBox.Items.Add(new { value = wesleyHall, d:

// find value and display value
accomComboBox.SelectedValuePath = "value";
accomComboBox.DisplayMemberPath = "displayValue";
}

private void accom_SelectionChanged(object sender, Sele
{
    // retrieve selected element
    var selection = accomComboBox.SelectedItem as dynam

    // book

```

```

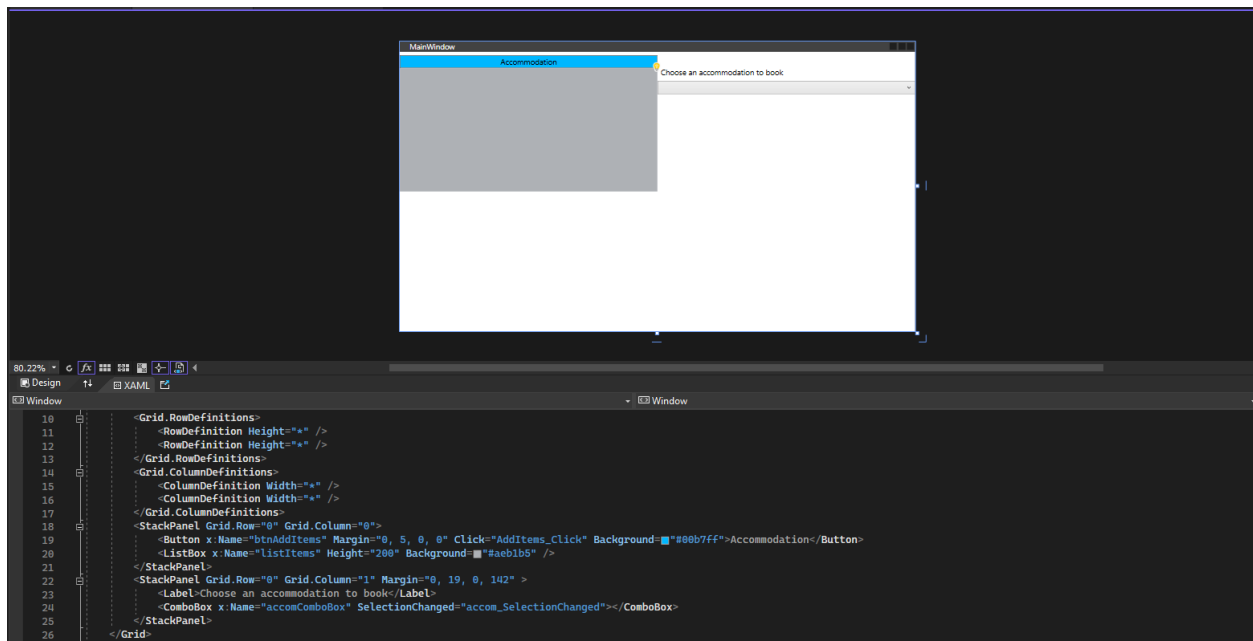
        Accommodation selectedAccommodation = selection.val
        selectedAccommodation.Book(selectedAccommodation);
    }
}
}

```

```

<Window x:Class="sprint3.MainWindow"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/pre
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:d="http://schemas.microsoft.com/expression/blend/
    xmlns:mc="http://schemas.openxmlformats.org/markup-comp
    xmlns:local="clr-namespace:sprint3"
    mc:Ignorable="d"
    Title="MainWindow" Height="450" Width="800">
    <Grid>
        <Grid.RowDefinitions>
            <RowDefinition Height="*" />
            <RowDefinition Height="*" />
        </Grid.RowDefinitions>
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="*" />
            <ColumnDefinition Width="*" />
        </Grid.ColumnDefinitions>
        <StackPanel Grid.Row="0" Grid.Column="0">
            <Button x:Name="btnAddItems" Margin="0, 5, 0, 0" Cl
            <ListBox x:Name="listItems" Height="200" Background:
        </StackPanel>
        <StackPanel Grid.Row="0" Grid.Column="1" Margin="0, 19,
            <Label>Choose an accommodation to book</Label>
            <ComboBox x:Name="accomComboBox" SelectionChanged="
        </StackPanel>
    </Grid>
</Window>

```



1 reference

```
private void AddItems_Click(object sender, RoutedEventArgs e)
{
    // clear previous elements from list
    listItems.Items.Clear();

    // create objects
    House wayneManor = new House("Wayne Manor", "Negra Arroyo Lane", 308, 69000, 4, false, 2, 3, 2, true);
    Hotel transylvania = new Hotel("Transylvania", "Spooky Lane", 21, 420000, 2, false, 36, true, true, false);
    Flat happyFlat = new Flat("Happy Flat", "Happy Street", 1, 99999, 1, false, 0, 1, 1, true);
    Sofa susSofa = new Sofa("Craigslist Sofa", "Shady Street", 666, 5, false, 1, "fabric");
    UniDorm wesleyHall = new UniDorm("Wesley Hall", "Southlands College", 1, 8000, false, 1, 2, "KAZ226969", true);

    // add objects to list box
    listItems.Items.Add(wayneManor.fetchName());
    listItems.Items.Add(transylvania.fetchName());
    listItems.Items.Add(happyFlat.fetchName());
    listItems.Items.Add(susSofa.fetchName());
    listItems.Items.Add(wesleyHall.fetchName());

    // clear elements from combo box
    accomComboBox.Items.Clear();

    // add objects to combo box
    accomComboBox.Items.Add(new { value = wayneManor, displayValue = wayneManor.fetchName() });
    accomComboBox.Items.Add(new { value = transylvania, displayValue = transylvania.fetchName() });
    accomComboBox.Items.Add(new { value = happyFlat, displayValue = happyFlat.fetchName() });
    accomComboBox.Items.Add(new { value = susSofa, displayValue = susSofa.fetchName() });
    accomComboBox.Items.Add(new { value = wesleyHall, displayValue = wesleyHall.fetchName() });

    // find value and display value
    accomComboBox.SelectedValuePath = "value";
    accomComboBox.DisplayMemberPath = "displayValue";
}
```

1 reference

```
private void accom_SelectionChanged(object sender, SelectionChangedEventArgs e)
{
    // retrieve selected element
    var selection = accomComboBox.SelectedItem as dynamic;

    // book
    Accommodation selectedAccommodation = selection.value;
    selectedAccommodation.Book(selectedAccommodation);
}
```