Movie Database

Using C#, .NET, and the repository pattern to manage application data

# Phase 1

1. In Visual Studio, create a **Class Library** project named *Model*.
2. Add the *IMovie* and *IMovieRepository* interfaces to the library:

public interface IMovie

{

int ID { get; set; }

string Title { get; set; }

string Synopsis { get; set; }

int Year { get; set; }

}

public interface IMovieRepository

{

IEnumerable<IMovie> GetAll();

IMovie GetByID(int id);

IMovie GetByTitle(string title);

void Add(IMovie movie);

void Remove(IMovie movie);

}

1. Implement both interfaces in concrete classes. The data does not need to persist outside of the lifecycle of the repository instance, but it would be extra awesome if it did.
2. Create a **Console Application** project that references the Model library and uses your movie repository implementation to
   1. List all movies in the repository in order of their year of release.
   2. Add a new movie to the repository, and list them again.
   3. Remove the movie that was just added, and list the movies again.

# Phase 2

1. Create another project using the client technology of your choice. This could be ASP.NET, WPF, Silverlight, or whatever you are comfortable with.
2. In the application, reference the Model library and create functionality to
   1. List all movies in the repository in order of their year of release.
   2. Add a new movie to the repository, and list them again.
   3. Remove the movie that was just added, and list the movies again.