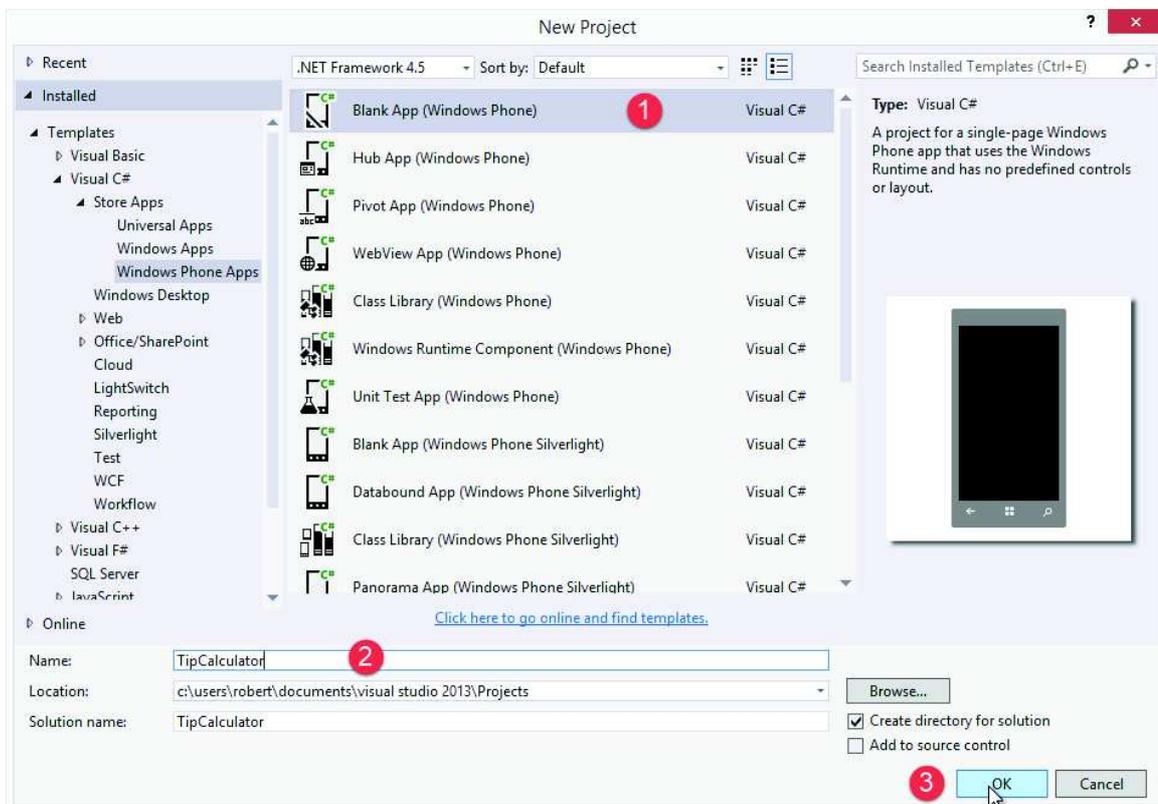


## Lesson 9: Exercise: Tip Calculator

In this lesson we'll build our first complete app, a Tip Calculator. It will help solve one of the fundamental problems that I have whenever I'm out to a restaurant, and I'm trying to figure out how much to tip the waitress based on the service. Usually, I'm a pretty generous tipper. However, for the sake of this app that we're going to build, we're going to give three options to help calculate either 10% for mediocre service, 18% for good service, or 25% for exceptional service. You could expand this out for any type of simple calculation.

To begin, we'll create a new (1) Blank App project (2) named TipCalculator. I'll (3) click the OK button to create the project:



I'll begin by creating a number of RowDefinitions in the default Grid on the MainPage.xaml:

```
<Page
  x:Class="TipCalculator.MainPage"
  ...
>
```

```
<Grid>
```

```
<Grid.RowDefinitions>  
  <RowDefinition Height="50" />  
  <RowDefinition Height="100" />  
  <RowDefinition Height="*" />  
</Grid.RowDefinitions>
```

I'll use the top two rows for the app name and instructions using two TextBlocks like so:

```
<TextBlock Margin="20, 0, 20, 0"  
  Grid.Row="0"  
  Style="{StaticResource TitleTextBlockStyle}">  
  Tip Calculator  
</TextBlock>
```

```
<TextBlock Margin="20, 0, 20, 0"  
  Grid.Row="1"  
  Style="{StaticResource TitleTextBlockStyle}"  
  FontSize="48">  
  Enter the Bill Amount  
</TextBlock>
```

Next, I'll add a StackPanel and it will comprise the third row which uses star sizing to take up the remainder of the height remaining. I'll add the controls needed for this app to this StackPanel. In fact, I'll begin by adding a TextBlock that will serve as a label for the TextBox control beneath it:

```
<StackPanel Name="myStackPanel" Grid.Row="2" Margin="20, 0, 20, 0">  
  
  <TextBlock HorizontalAlignment="Left"  
    TextWrapping="Wrap"  
    Text="Bill Amount"  
    FontSize="24"/>  
  
  <TextBox Name="billAmountTextBox"  
    Text="$0.00"  
    TextAlignment="Right"  
    HorizontalAlignment="Left"
```

```
TextWrapping="Wrap"  
VerticalAlignment="Top"  
InputScope="Number"  
Width="100"  
FontSize="24"  
LostFocus="amountTextBox_LostFocus"  
TextChanged="billAmountTextBox_TextChanged"  
GotFocus="amountTextBox_GotFocus" />
```

```
</StackPanel>
```

The billAmountTextBox allows the user to type in the amount printed on the receipt. Obviously, this will be a large part of the calculation for the tip.

Next, I'll add a TextBlock (again, used as a label) and a series of RadioButtons to allow the user to choose the percentage to tip based on the quality of the service:

```
<TextBlock HorizontalAlignment="Left"  
TextWrapping="Wrap"  
Text="Percent To Tip:"  
VerticalAlignment="Top"  
FontSize="24"  
Margin="0,20,0,0"/>  
  
<RadioButton Content="10% - Horrible Service"  
Tag="0.1"  
GroupName="percentRadio"  
Click="RadioButton_Click" />  
  
<RadioButton Content="18% - Acceptable Service"  
Tag="0.18"  
GroupName="percentRadio"  
IsChecked="True"  
Click="RadioButton_Click" />  
  
<RadioButton Content="25% - Great Service"  
Tag="0.25"  
GroupName="percentRadio"  
Click="RadioButton_Click" />
```

Notice that I'm using the Tag property in each RadioButton. The Tag property is a holdover from many years ago. It allows you to add anything you want. What I've used it for, in this particular case, is the actual percentage amount that will be used for the calculation. Instead of having to do some switch statement determine the percentage, I just input the actual percentage inside of the Tag, so when a radio button is selected, I can programmatically retrieve the Tag, convert it to a decimal and then use that in my calculation for the percentage ticked.

.1 for 10%  
.18 for 18%  
.25 for 25%

Next, I'll display the calculated tip amount. The first TextBlock is just the label describing the purpose for the next TextBlock which actually will display the tip amount:

```
<TextBlock HorizontalAlignment="Left"  
    TextWrapping="Wrap"  
    Text="Amount to Tip:"  
    FontSize="24"  
    Margin="0,20,0,0"  
/>  
  
<TextBlock Name="amountToTipTextBlock"  
    HorizontalAlignment="Left"  
    TextWrapping="Wrap"  
    VerticalAlignment="Top"  
    Text="$0.00"  
    FontSize="36"  
/>
```

Finally, I'll display the total amount of the bill which includes the pre-tip amount along with the tip. This will be the amount charged to my credit card:

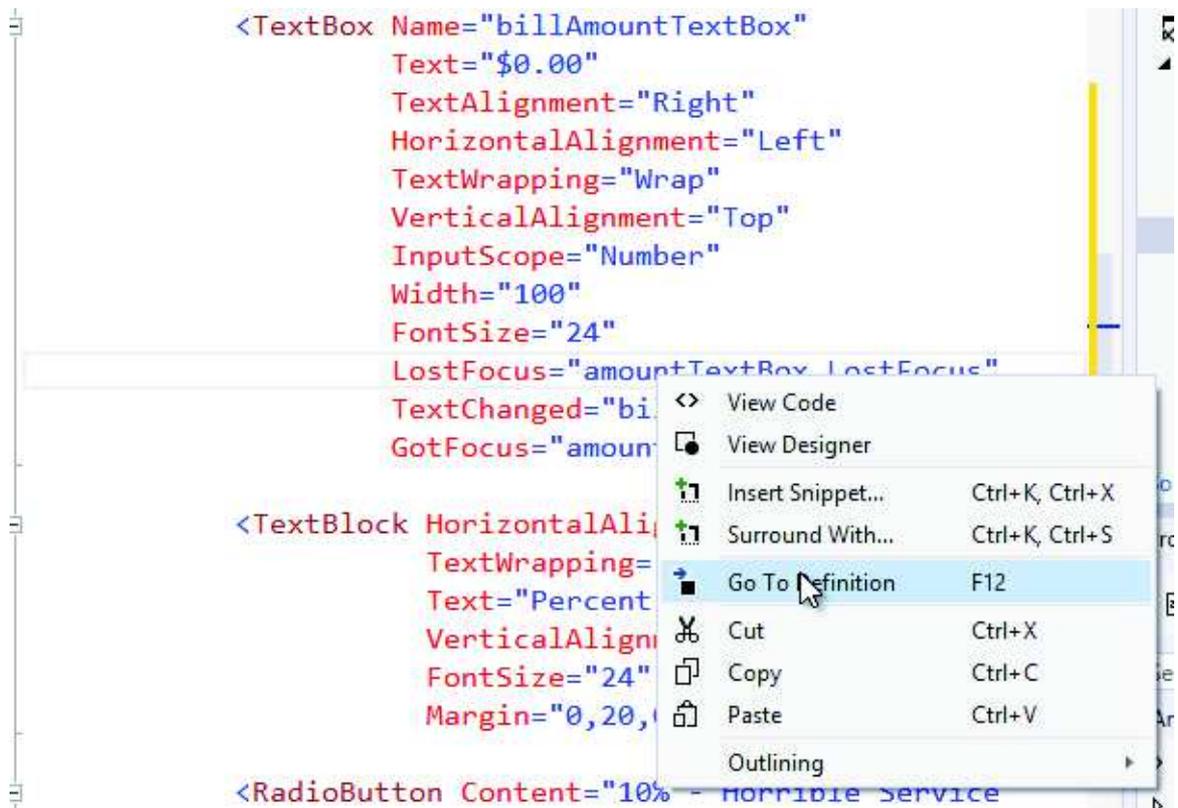
```
<TextBlock HorizontalAlignment="Left"  
    TextWrapping="Wrap"  
    VerticalAlignment="Top"  
    Text="Total Bill:"
```

```
        FontSize="24"
        Margin="0,20,0,0"
    />

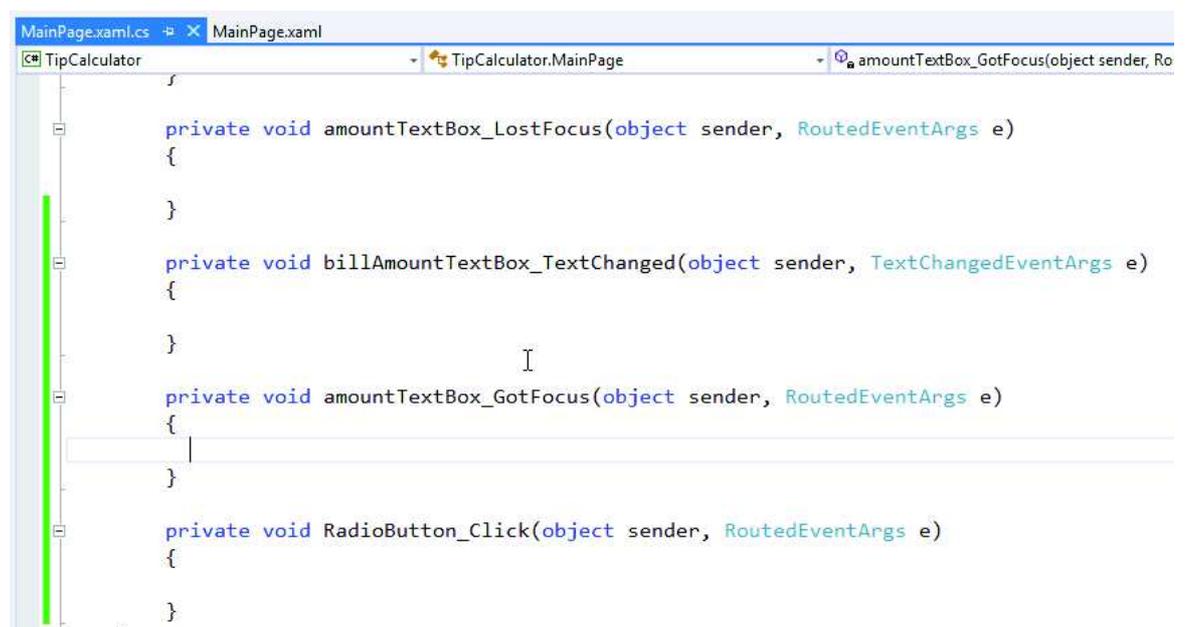
<TextBlock x:Name="totalTextBlock"
    HorizontalAlignment="Left"
    TextWrapping="Wrap"
    VerticalAlignment="Top"
    Text="$0.00"
    FontSize="36"
/>
```

The billAmountTextBox (as well as the RadioButton controls) have a number of events that we'll want to handle for various purposes. For example, when the user taps the billAmountTextBox to enter an amount, we will want to clear the text and allow them to type in what they want. When the user is typing or editing the number, we want to perform the calculation instantly. When they move their mouse cursor out of the billAmountTextBox, we want to nicely format the number they typed as dollars and cents with a dollar sign symbol.

To set this up, I'll put my mouse cursor in each of the event handler names I created and will right-click and select "Go To Definition". Alternatively, I'll put my mouse cursor in each event handle name and select F12 on the keyboard to perform the same operation:

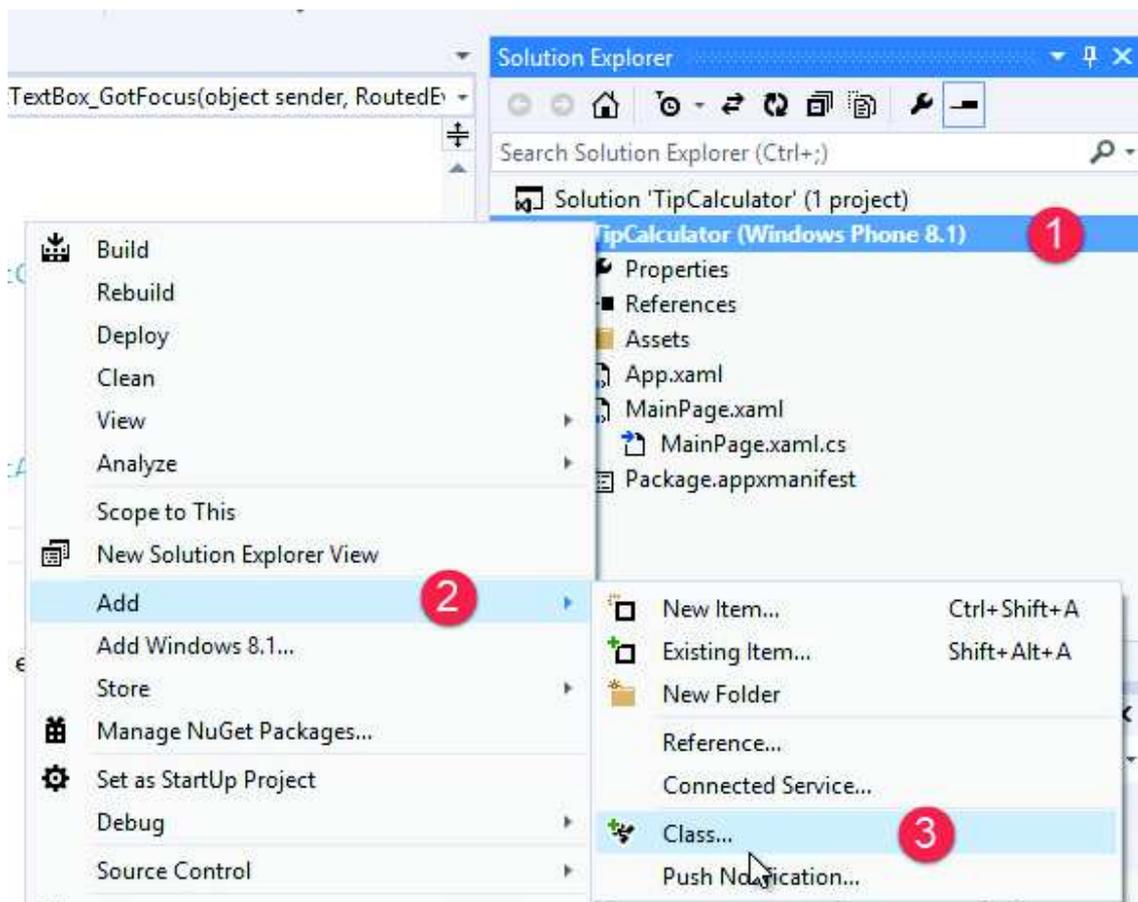


The result is a series of stubbed out event handler methods in the MainPage.xaml.cs:

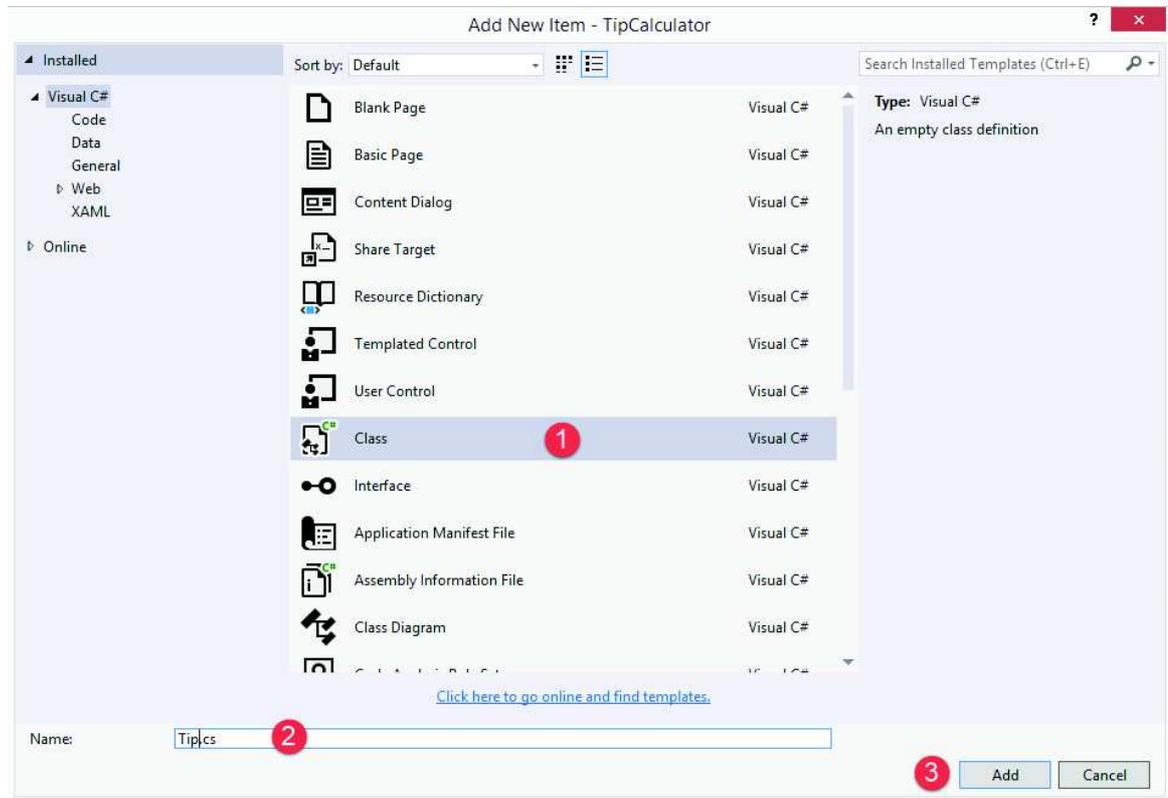


Now I need to perform the calculation of the tip and the other amounts, and format them for display. I could go about this in many different ways. I could just create all the code right here in my MainPage.xaml.cs, but I have larger aspirations for this app. Sure, some people might be using it on their phone, but some people might have their Microsoft Surface or other Windows 8 tablet with them while they're out to eat. They may want to use the app in that context instead. In the next lesson, we'll create a Universal app version of the Tip Calculator to build both the phone version of the app, and a Windows store version of the app for use on Windows tablets or on desktop.

With that in mind, I'm going to add a class that will know how to calculate the tip and format the results as dollar values. This will make it easier for me in the future keeping all of the important stuff, like the calculations and the data members, isolated into their own class. I'll (1) right-click the project name in the Solution Explorer, (2) select Add from the context menu, and (3) select Class ... from the sub menu:



In the Add New Item dialog, (1) I'll make sure Class is selected, (2) I'll rename the file: Tip.cs, and (3) click the Add button:



I'll add the following code to the Tip class. First, note that I change this to a public class. Second, I create three auto-implemented properties, BillAmount, TipAmount and TotalAmount:

```
namespace TipCalculator
{
    public class Tip
    {
        public string BillAmount { get; set; }
        public string TipAmount { get; set; }
        public string TotalAmount { get; set; }
    }
}
```

You might be wondering why I am using strings instead of double or decimal. The reason is because I want to format these and make them publicly available, so I can more easily associate the values, and not have to do the conversion of the values inside of the MainPage.xaml.cs file. I want to just reference the BillAmount property, and automatically assign its formatted text value to the TextBox. By keeping that formatting inside of my tip class, it will make it more

easily reusable for the Universal app for Windows 8 or for my phone. At least, that's my thought process.

Next, we'll create a constructor. Inside of this constructor, I'll initialize each of the properties to `String.Empty`.

```
public Tip()
{
    this.BillAmount = String.Empty;
    this.TipAmount = String.Empty;
    this.TotalAmount = String.Empty;
}
```

Next, I'll create a method that will actually calculate the tip:

```
public void CalculateTip(string originalAmount, double tipPercentage)
{
    double billAmount = 0.0;
    double tipAmount = 0.0;
    double totalAmount = 0.0;

    if (double.TryParse(originalAmount.Replace('$', ' '), out billAmount))
    {
        tipAmount = billAmount * tipPercentage;
        totalAmount = billAmount + tipAmount;
    }

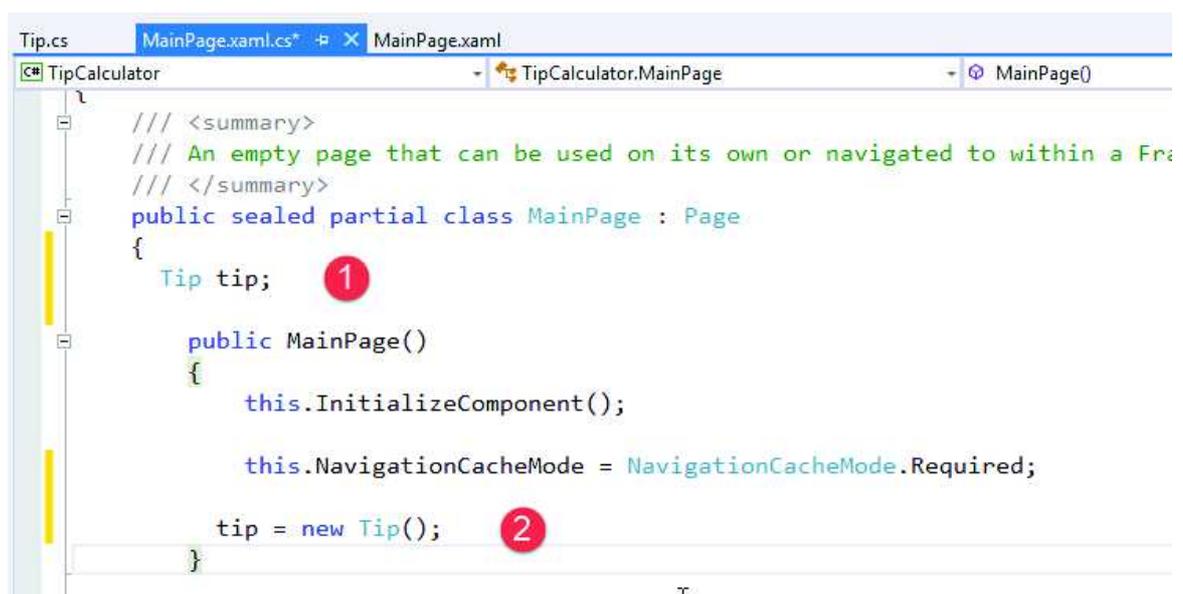
    this.BillAmount = String.Format("{0:C}", billAmount);
    this.TipAmount = String.Format("{0:C}", tipAmount);
    this.TotalAmount = String.Format("{0:C}", totalAmount);
}
}
```

Frankly, this is a very simple method. I accept the original bill amount as well as the tip percentage as input parameters. Next, since the original bill amount is typed in as a string, I'll do some minor checking to ensure that the string can be converted to a double. I'll remove the dollar sign to help ensure the success of the `double.TryParse()` method. `TryParse()` will return true if the value can successfully be turned into a double, false if it cannot (i.e., the user typed

in non-numeric values). Furthermore, it will return the parsed value as an out parameter called `billAmount`. We talked about out parameters, as well as other `TryParse()` style methods in the C# Fundamentals for Absolute Beginners series so please review if you've forgotten how this works.

Assuming the original bill amount can be parsed into a double, we perform the calculation for tip and for the total bill amount. Lastly, we format each of those values and set the public auto-implemented properties so that we can access from from our `MainPage.xaml.cs` file.

Now that we've implemented our business rules in the `Tip.cs` class, we'll utilize its properties and methods back in our `MainPage.xaml.cs` file. (1) I'll create a private field to hold on to a reference to our `Tip` class, and (2) in the `MainPage()` constructor, I'll create a new instance of `Tip` and set it to the private field `tip`:



```
Tip.cs | MainPage.xaml.cs* | MainPage.xaml
-----|-----|-----
TipCalculator | TipCalculator.MainPage | MainPage()
{
  /// <summary>
  /// An empty page that can be used on its own or navigated to within a Frame.
  /// </summary>
  public sealed partial class MainPage : Page
  {
    Tip tip; 1
    public MainPage()
    {
      this.InitializeComponent();
      this.NavigationCacheMode = NavigationCacheMode.Required;
      tip = new Tip(); 2
    }
  }
}
```

Since there are several event handler methods from which we'll want to call the `Tip`'s `CalculateTip` method, I'll implement that call in a private helper method called `performCalculation()`:

```
private void performCalculation()
{
    var selectedRadio = myStackPanel.Children.OfType<RadioButton>().FirstOrDefault(r =>
r.IsChecked == true);
```

```

tip.CalculateTip(billAmountTextBox.Text, double.Parse(selectedRadio.Tag.ToString()));

amountToTipTextBlock.Text = tip.TipAmount;
totalTextBlock.Text = tip.TotalAmount;

}

```

The performCalculation first determines which RadioButton was checked by using a clever LINQ statement. Here, we look at all children objects of the myStackPanel. Then, we narrow it down to just those who are of type RadioButton. Finally, we look for the first RadioButton whose IsChecked property is set to true. I like this instead of using a long switch statement that would require me to add code each time a new RadioButton is added to the StackPanel.

Once I know which RadioButton was selected, I'm ready to call the Tip's CalculateTip() method. I send in the billAmountTextBox.Text and then use the Tag property of the selected RadioButton as the tip percentage. Since the Tag property is of type string, we'll have to call double.Parse() to pass it to CalculateTip() correctly as a double.

Now, we can use performCalculation() in the two places where I anticipate it will be useful, namely, as the user is typing in a new bill amount number (billAmountTextBox\_TextChanged) and when a different RadioButton is selected (RadioButton\_Click):

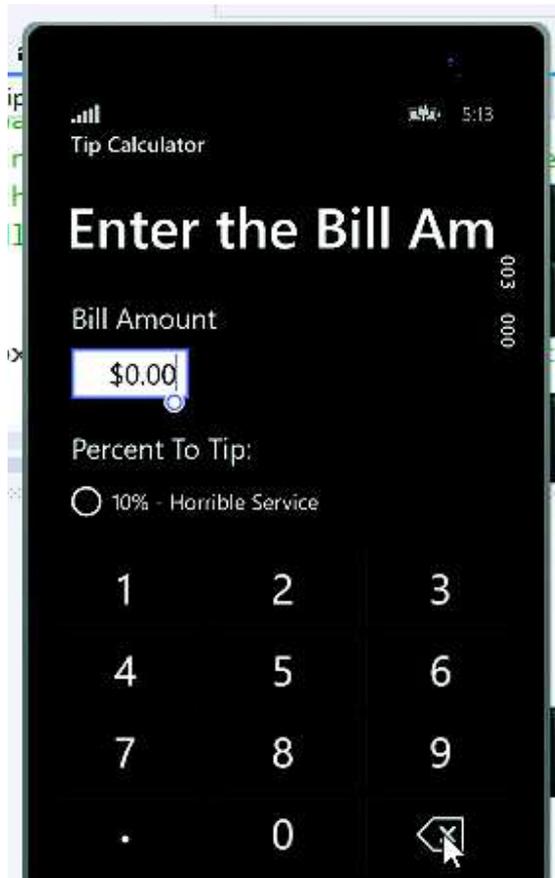
```

private void billAmountTextBox_TextChanged(object sender, TextChangedEventArgs e)
{
    performCalculation();
}

private void RadioButton_Click(object sender, RoutedEventArgs e)
{
    performCalculation();
}

```

At this point, when testing the app, it works correct, but there are a few inconveniences. Ideally when I tap the Bill Amount TextBox to edit the value, it would remove the number and not require I use the delete button to remove the existing value before typing in a new one:



Also, I would like for the new value to be formatted as dollars and cents correctly when I am finished typing it in the Bill Amount TextBox:



To accommodate these desired features, I'll first clear out the bill amount TextBox when it gets focus like so:

```
private void amountTextBox_GotFocus(object sender, RoutedEventArgs e)
{
    billAmountTextBox.Text = "";
}
```

Now, when I tap in the TextBox, the previous value is cleared out. Perfect!



To accommodate the desire for the value to be properly formatted when the user exits the bill amount TextBox, I'll retrieve the BillAmount property counting on the fact that this property is properly formatted from calls to the Tip class' CalculateTip() method:

```
private void amountTextBox_LostFocus(object sender, RoutedEventArgs e)
{
    billAmountTextBox.Text = tip.BillAmount;
}
```

Now, when I leave the bill amount TextBox, the value I typed will be nicely formatted as dollars and cents:



Admittedly, if this were a complete app, I would want to add custom tiles, a splash screen, etc. We'll do that when we build our next app several lessons from now.

In the next lesson, we'll rebuild this app as a Universal app that can be submitted to both the Phone and Windows 8 stores.