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We learn to use a *View* class instead of an *DataTemplate* to display entities in a *ListBox*. We update Punch conventions to treat entity classes as *ViewModels*.

The **05-HappyHour** tutorial folder holds the state of this solution at the end of the lesson.

We saw in the previous lesson how to use a *DataTemplate* to display *DrinkOrder* entities in a *ListBox*. We were still able to use conventional *View/ViewModel* binding thanks to the ***Bind.ModelWithoutContext*** attached property.

It wasn't pretty.

- We had to add that attached property to the *DrinkOrderDataTemplate*.
- We had to re-implement the *TextBlock* implicit style.
- We can't visualize the *DrinkOrderDataTemplate* in the Designer.
- We can't add a code-behind to a *DataTemplate* if we discover we need *View* behavior that is difficult to express in XAML.

We'll try a different approach in this lesson. We'll redefine the *View* of the *DrinkOrder* as a *UserControl* and marry that *View* to the *DrinkOrder* entity class as if that class were a *ViewModel*. We'll change the stock conventions to recognize *Views* associated with entity classes in the *Model*.

## Define a View for the *DrinkOrder* entity

1. Select the **Views** folder.
2. Add | New Item | Silverlight User Control | "**DrinkOrderEntityView**"
3. Delete the *DrinkOrderEntityView.xaml.cs* code-behind as we won't be using it.
4. Replace the empty `<Grid> ... </Grid>` with the following XAML plucked from the *DrinkOrderDataTemplate* that we wrote in the previous lesson:

```
<Grid>
  <Grid.RowDefinitions>
    <RowDefinition />
    <RowDefinition />
    <RowDefinition />
  </Grid.RowDefinitions>
  <Grid.ColumnDefinitions>
    <ColumnDefinition /> <!-- column for labels -->
    <ColumnDefinition /> <!-- column for values -->
  </Grid.ColumnDefinitions>
  <TextBlock Text="Id:" Grid.Row="0" Grid.Column="0" Padding="2"/>
  <TextBlock Text="Drink Name:" Grid.Row="1" Grid.Column="0" Padding="2"/>
  <TextBlock Text="Created:" Grid.Row="2" Grid.Column="0" Padding="2" />
  <TextBlock x:Name="Id" Grid.Row="0" Grid.Column="1" Padding="2"/>
  <TextBlock x:Name="DrinkName" Grid.Row="1" Grid.Column="1" Padding="2"/>
  <TextBlock x:Name="Created" Grid.Row="2" Grid.Column="1" Padding="2"
    Text="{Binding Created, StringFormat=\{0:F\}}" />
</Grid>
```

It's much simpler now. We can see this *View* displayed appropriately on the Visual Studio Design canvas. We don't have to re-implement the *TextBlock* implicit style because the ambient implicit style flows through to the *TextBlocks* in this template. We don't need the attached property and we don't need the *Caliburn* namespace.

5. Delete *DrinkOrderDataTemplate.xaml* from the **View** folder; we won't need it again.

## Revise the MainPage.xaml

1. Delete the `<UserControl.Resources>` from near the top of the file; the item template is gone and we don't need to define any other resources at this time.

2. Delete mention of the *ItemTemplate* from the *ListBox* which now reads:

```
<ListBox x:Name="DrinkOrders" Grid.Row="4" />
```

## First failed run

1. **Build and run** [F5].

2. Enter the letter 'x' into the *TextBox*. The button lights up.

3. Click the button. The *TextBox* clears and a *DrinkOrder* appears in the *ListBox* below the button ... sort of.



## What went wrong?

I could tell you but it's more important to learn how to diagnose a problem and how the system works.

First, let's confirm that the application is populating the *ListBox* with *DrinkOrder* entities.

1. Put a breakpoint on the *SelectedDrinkOrder* setter in the *MainPageViewModel*.

2. Enter another drink and press the button. Satisfy yourself that the *SelectedItem* is indeed a *DrinkOrder* entity. *ViewModel* plumbing is working fine.

Now review the log displayed in the Visual Studio Output window:

```
... ViewLocator WARN: View not found. Searched: .
... ViewModelBinder INFO: Binding System.Windows.Controls.TextBlock and Model.DrinkOrder.
... Action INFO: Setting DC of System.Windows.Controls.TextBlock to Model.DrinkOrder.
```

The warning tells us that Punch can't find a *View* that it's looking for after searching ... well it doesn't say where or what it searched for but experienced hands know that it searched the executing assembly for a *View* to go with the *DrinkOrder* entity.

**Apparently Punch thinks our *DrinkOrder* entity is a *ViewModel*!** Why not? Any object can be a *ViewModel*.

The problem is that Punch lacks a convention that matches our *DrinkOrderEntityView* to a class in the Model namespace called "DrinkOrder". Having failed to find a view, it substitutes the standard "Missing View" view which consists of a *TextBlock* prepared with the text "Cannot find view for Model.DrinkOrder."

This is the same "Missing View" substitution that we saw in a previous lesson.

Finally, it binds the *DrinkOrder* to the *DataContext* of this artificial "Missing View" ... which is pointless here but would make perfect sense if the "Missing View" were a real view.

## Create our own naming convention

Punch can't anticipate every convention we dream up. Fortunately, the naming conventions are ours to amend. Customizing the naming conventions is an advanced feature but it's not hard. We'd dearly like to see this work and drive home the point that any class can be a *ViewModel*. So let's tweak the conventions ... as if we knew what we were doing.

1. Open the *AppBootstrapper* class file.
2. Override the base *Configure* method.
3. Add a *NameTransformer* rule.

```
protected override void Configure()
{
    base.Configure();
    Caliburn.Micro.ViewLocator.NameTransformer
        // Map "Model" classes to views in "HappyHour.Views"
        .AddRule(@"^Model\.(\w*)(?<basename>)", "HappyHour.Views.${1}Entity${basename}View");
}
```

Take a deep breath; naming rules are defined with “regular expressions” which are pretty hairy for all of us. We describe how this one works in detail in [commentary below](#).

The short of it is that we've added a rule to map entity class names in the *Model* namespace to view class names in the *HappyHour.Views* namespace. There is a twist: to emphasize that this is no ordinary view, we want the particle “Entity” to appear between the basename and the suffix, that is, between “DrinkOrder” and “View”.

Thus, an entity class name such as “*Model.DrinkOrder*” will be transformed to a view class, “*HappyHour.Views.DrinkOrderEntityView*”.

We just added that view class to the project. At runtime, each time we click the button, Punch adds a new *DrinkOrder* instance to the collection, then pairs the *DrinkOrder* to a new *DrinkOrderEntityView* for display in the *ListBox*.

While we could override the naming conventions in other way, this is the easiest way to generalize the approach for model-to-view name transforms. We'll have one rule that works for any entity in the model.

### Build and run [F5]

Watch the Output window as you add each new *DrinkOrder*. You'll see a sequence such as:

```
[34] ActionMessage INFO: Invoking Action: AddDrinkOrder.
[35] ViewModelBinder INFO: Binding HappyHour.Views.DrinkOrderEntityView and Model.DrinkOrder.
[36] Action INFO: Setting DC of HappyHour.Views.DrinkOrderEntityView to Model.DrinkOrder.
... Elided for brevity ...
[42] ViewModelBinder INFO: Binding Convention Applied: Element Id.
[43] ViewModelBinder INFO: Binding Convention Applied: Element DrinkName.
[44] ViewModelBinder INFO: Binding Convention Not Applied: Element Created has existing binding.
```

#34 represents the button click as before. But this time Message #35 confirms that Punch is “**Binding HappyHour.Views.DrinkOrderEntityView and Model.DrinkOrder**” as we intend.

Messages #42 and #43 tell us that the “Id” and “DrinkName” UI controls were data bound conventionally.

Message #44 reminds us that the UI element, “Created”, has an existing binding defined in the XAML (see above); that binding is preserved and the convention ignored.

## Last Call

The *DataTemplate* resource is the traditional way to display *ListBox* items ... and we have nothing against that approach. You can use Punch's conventional binding with that template just as you would with a full-blown *View* class. But *DataTemplates* can be squirrely in ways we discussed. When the item display becomes more complex, it may be better to render the entity with a *View* class rather than a data template.

You could write a *ViewModel* dedicated to supporting that *View* ... but such a *ViewModel* would do no more than receive an entity when constructed and present it to the *View* for display. That strikes us as wasted effort, a case of MVVM purity getting in the way of productivity.

Instead, we modified the *View/ViewModel* binding conventions so that an entity can act as its own *ViewModel*. Just like that, the conventions “just work.”

## Ask the Mixologist

This lesson is finished. Feel free to move on directly to the [next one](#). This "Ask the Mixologist" section is an optional digression from the lesson's main course to related points of interest.

### How Views are displayed in the ListBox

The log in the Visual Studio Output window is instructive.

[28] ConventionManager INFO: ItemTemplate applied to DrinkOrders.

It tells us that an "ItemTemplate" was applied to the "DrinkOrders" *ListBox*. What "ItemTemplate"? We haven't defined an "ItemTemplate" so Caliburn substitutes a [default ItemTemplate](#) consisting of a *ContentControl*.

```
<DataTemplate xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:cal="clr-namespace:Caliburn.Micro;assembly=Caliburn.Micro">
  <ContentControl cal:View.Model="{ Binding }"
    VerticalContentAlignment="Stretch"
    HorizontalContentAlignment="Stretch" />
</DataTemplate>
```

That *ContentControl* fills the available space with the View for the *ListBox* item which acts as the *ViewModel*. The "cal:View.Model" attached property finds and constructs the proper *View* using the same *ViewLocator* mechanism that associated the *MainPage* with the *MainPageViewModel*.

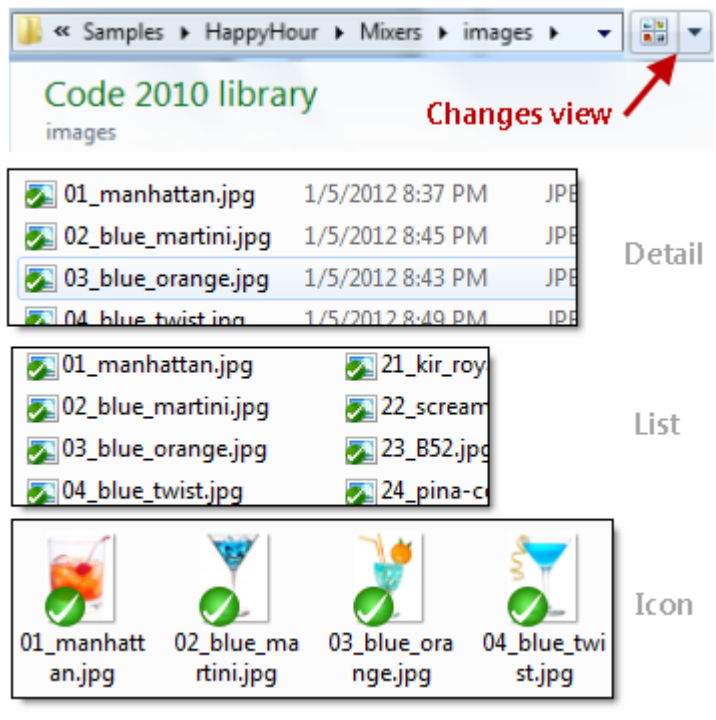
That's pretty clever.

We put *ViewModels* in the *ListBox.ItemsSource* and let Punch compose the corresponding *Views* for display.

### What about multiple views for a DrinkOrder?

A *ViewModel* usually has only one *View*. When you see the *ViewModel* class name, you pretty much know the name of the one *View* that goes with it.

But you'll find many examples of a *ViewModel* with multiple *Views* in the wild. Windows Explorer, for example, offers multiple views of the items in a directory:



Imagine you want to display a *DrinkOrder* in two different ways in two different contexts:

Id: 1  
 Drink Name: Orange Juice  
 Created: Monday, January 16, 2012 9:32:28 PM

Id: 1 Drink Name: Orange Juice

We already have the *DrinkOrderEntityView* on the left; let's create a *DrinkOrderEntity.Miniview* to display the view on the right.

The example we're describing is included in the code accompanying this particular lesson only.

1. Select the **Views** folder.
2. Add | New Item | Silverlight User Control | "**DrinkOrderEntity.Miniview.xaml**"

Take note of the period (.) between "DrinkOrderEntity" and "MiniView". This view name follows the convention for alternative views:

*Strip 'View' from the end of the normal view name, add a period (.), and add the suffix that distinguishes the alternate view.*

We started with "HappyHour.Views.DrinkOrderEntityView", stripped off "View", added a period (.), and added "MiniView" to get "HappyHour.Views.DrinkOrderEntity.Miniview".

Technically we've defined a *MiniView* class in the namespace "*HappyHour.Views.DrinkOrderEntity*". Some might argue that we should have a corresponding, 3-deep folder structure, with a directory named *HappyHour/Views/DrinkOrderEntity/*. Suit yourself; that's too picayune for my tastes.

The view itself is unremarkable, a single row grid with four columns as shown here.

1 2 3 4  
 Id: 1 Drink Name: Orange Juice

The corresponding XAML is:

```
<UserControl x:Class="HappyHour.Views.DrinkOrderEntity.Miniview"
  xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
  xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
  xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
  xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
  mc:Ignorable="d" d:DesignHeight="300" d:DesignWidth="400">
  <Grid>
    <Grid.ColumnDefinitions>
      <ColumnDefinition />
      <ColumnDefinition />
      <ColumnDefinition />
      <ColumnDefinition />
    </Grid.ColumnDefinitions>
    <TextBlock Text="Id:" Grid.Column="0" Padding="2"/>
    <TextBlock x:Name="Id" Grid.Column="1" Padding="2"/>
    <TextBlock Text="Drink Name:" Grid.Column="2" Padding="2"/>
    <TextBlock x:Name="DrinkName" Grid.Column="3" Padding="2"/>
  </Grid>
</UserControl>
```

We're using the same conventional binding as in *DrinkOrderEntityView* except we're no longer displaying the *Created* property.

3. Delete the *DrinkOrderEntity.Miniview.xaml.cs* code-behind which isn't needed.
4. Open *MainPage.xaml*.

Next we'll tell the framework to use our newly-created *MiniView*.

[Recall](#) that the framework binds the *ListBox.ItemTemplate* to a default *ItemTemplate* consisting of a *ContentControl* that hosts a *View*. We'll substitute our own *ItemTemplate*.

5. Add the **Caliburn** namespace so we can write some Caliburn attached properties.

```
<UserControl
...
xmlns:cal="http://www.caliburnproject.org"
... />
```

6. Add the following XAML just below the `<UserControl>` element

```
<UserControl.Resources>
  <DataTemplate x:Key="DrinkOrderItemTemplate" >
    <ContentControl
      cal:View.Context="MiniView"
      cal:View.Model="{ Binding }"
      HorizontalAlignment="Stretch"
      VerticalAlignment="Stretch"/>
  </DataTemplate>
</UserControl.Resources>
```

This custom *ItemTemplate* is now a local resource of *MainPage*. It contains a *ContentControl* to hold an injected *View* just as the default template does.

As in the default template, the `cal:View.Model` attached property binds the *ContentControl.DataContext* to the *ViewModel* (the *DrinkOrder* in this example). That's what previously triggered discovery and construction of the *DrinkOrderEntityView*.

But our *DrinkOrderItemTemplate* differs in one critical detail: the `cal:View.Context` attached property that specifies the alternate view's suffix name, "MiniView". Thanks to the *View.Context*, the application will discover and construct a *DrinkOrderEntityMiniView* instead of a *DrinkOrderEntityView*.

7. Change the **List**Box definition to use the *DrinkOrderItemTemplate* as its *ItemTemplate*.

```
<ListBox x:Name="DrinkOrders" ItemTemplate="{StaticResource DrinkOrderItemTemplate}" Grid.Row="4" />
```

8. **Build and run** [F5].

Try a few drink order names to confirm that you're seeing the one-line *MiniView* of *DrinkOrders*.

This variation is present but commented out in the lesson's code sample.

## Explain the *NameTransformer* rule

We added our own *ViewModel-to-View* name transformation rule in the *Configure* method of the *AppBootstrapper*. The rule involved a pretty heavy [Regular Expression](#). Here I try to explain what that expression does.

Let me refresh your memory about the rule:

```
Caliburn.Micro.ViewLocator.NameTransformer
// Map "Model" classes to views in "HappyHour.Views"
.AddRule( @"^Model\.(\w*)(?<basename>)", "HappyHour.Views.${1}Entity${basename}View");
```

The *NameTransformer* consists of a collection of rules that transform the name of a *ViewModel* class into the name of a *View* class. We're adding a new rule that applies a search pattern (the first string) to the name of the *ViewModel* class. If the pattern matches, the *NameTransformer* applies the replacement (the second string) to produce candidate *View* names.

In our rule, the *ViewModel* will be an entity class name in the "Model" namespace. The search pattern – “`^Model\.(\w*)(?<basename>)`” – translates into English as:

Match any class name that begins with **Model**. ("Model dot") followed by any number of word characters followed by nothing.

The parentheses in the pattern define a "capture group" that will contain the name of the entity class within the *Model* namespace.

The “`(?<basename>)`” is a placeholder capture group; it won't capture a thing but it [needs to be there](#) to satisfy the *NameTransformer*.

The replacement pattern – “`HappyHour.Views.${1}Entity${basename}View`” – means:

If you find a match, build a *View* class name consisting of "**HappyHour.Views.**" followed by the first capture group followed by "**EntityView**". The "`${basename}`" is always empty so ignore it.

The first capture group is identified by the `${1}` token and refers to the entity class name discovered during the match. Here's how it works for us:

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- "*Model.DrinkOrder*" matches the pattern because it begins with "*Model.*"
- "*DrinkOrder*" is the matched text in group  $\${1}$
- The replacement concatenates "*HappyHour.Views.*" + "*DrinkOrder*" + "*EntityView*"

Thus "*Model.DrinkOrder*" becomes "*HappyHour.Views.DrinkOrderEntityView*" as we intend.