

ObservablePropertyChange

```
using System.ComponentModel;
using System.Runtime.CompilerServices;

namespace UMSTasks
{
    public class ObservablePropertyChange : INotifyPropertyChanged
    {
        public event PropertyChangedEventHandler PropertyChanged;
        protected void NotifyPropertyChanged([CallerMemberName] string propertyName = "")
        {
            PropertyChanged?.Invoke(this, new PropertyChangedEventArgs(propertyName));
        }
    }
}
```

StatusViewModel

```
public class StatusViewModel : ObservablePropertyChange
{
    #region Variables
    private bool _IsConnectedToServer = false;
    public bool ConnectedToServer {
        get { return _IsConnectedToServer; }
        set {
            if (value != _IsConnectedToServer)
            {
                this._IsConnectedToServer = value;
                NotifyPropertyChanged();
            }
        }
    }
    #endregion

    public StatusViewModel()
    {
        TestServerConnection();
    }

    private void TestServerConnection()
    {
        var statusModel = new StatusModel();
        var pingTestSuccess = statusModel.ServerPing();
        var taskSvcTestSuccess = statusModel.TaskServiceConnected();

        if (pingTestSuccess & taskSvcTestSuccess)
        {
            ConnectedToServer = true;
        }
    }

    } // private void TestServerConnection()

} // public class StatusViewModel : EventArgs
```

StatusControl

```
public partial class StatusControl : UserControl
{
    #region Variables

    public string _serverName = "";
    internal string _userName = null;
    internal string _pwd = null;
    internal const string domain = "COL";
    StatusViewModel svm = new StatusViewModel();
    #endregion
    //ctor
    public StatusControl()
    {
        InitializeComponent();

        this.DataContext = svm;
        svm.PropertyChanged += UpdateLED;

    }

    //StatusViewModel event is true
    public void UpdateLED(object sender, PropertyChangedEventArgs e )
    {
        if (e.Equals(true))
        {
            LED.Style = (Style)Application.Current.FindResource("GreenLED");

        }else { LED.Style = (Style)Resources["RedLED"]; }

    }

}

} // public partial class StatusControl : UserControl
} // namespace UMSTasks.Views.UserControls
```

```

<UserControl x:Class="UMSTasks.Views.UserControls.StatusControl"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
    xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
    xmlns:svm="clr-namespace:UMSTasks.ViewModels"
    xmlns:local="clr-namespace:UMSTasks.Views.UserControls"
    mc:Ignorable="d"
    d:DesignHeight="45" d:DesignWidth="800"

    >
<Border BorderBrush="#2b5797" BorderThickness="1">
    <Grid Height="30" Margin="0,5" x:Name="statusPanelGrid">
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="2" >/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
            <ColumnDefinition Width="*">/ColumnDefinition>
        </Grid.ColumnDefinitions>
        <Grid.RowDefinitions>
            <RowDefinition Height="25">/RowDefinition>
        </Grid.RowDefinitions>
        <TextBlock x:Name="ConnectionLabel" Grid.Column="1" Grid.ColumnSpan="2"
Margin="0,0,5,0" HorizontalAlignment="Right" Height="15">
            Server Connection
        </TextBlock>
        <Ellipse x:Name="LED" Grid.Column="3" Margin="1" HorizontalAlignment="Left"
VerticalAlignment="Center" Style="{DynamicResource RedLED}" />
    </Grid>
</Border>
</UserControl>

```

Server Connection 