

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using JerryWebMVC.Weather;

namespace JerryWebMVC
{
    public class WeatherModel
    {
        Weather.Weather weather = new JerryWebMVC.Weather.Weather();

        public WeatherModel()
        {
            //LocalWeather = new WeatherReturn();
            ForecastImage = new string[7];
            ErrMsg = string.Empty;
        }

        public void GetWeather(string pzip)
        {
            LocalWeather = weather.GetCityWeatherByZIP(pzip);
            if (LocalWeather != null)
                LocalImage = SetImage(LocalWeather.Description);
        }

        private string SetImage(string pdesc)
        {
            string _result = "../../../content/images/";
            switch (pdesc.ToLower())
            {
                case "sunny" : return _result = _result + "sunny.png";
                case "partly cloudy" : return _result = _result + "parcloudy.png";
                case "cloudy" : return _result = _result + "cloudy.png";
                case "mostly cloudy" : return _result = _result + "cloudy.png";
                case "partly rainy" : return _result = _result + "rain.png";
                case "thunder storms" : return _result = _result + "tstorm.png";
                case "snow" : return _result = _result + "snow.png";
                case "partlysunny" : return _result = _result + "parsunny.png";
                default: return _result = _result + "sunny.png";
            }
        }

        public void GetForecast(string pzip)
        {
            ForeCast = weather.GetCityForecastByZIP(pzip);
            if (ForeCast.ForecastResult != null)
            {
                for (int i = 0; i < 7; i++)
                {
                    ForecastImage[i] = SetImage(ForeCast.ForecastResult[i].Description);
                }
            }
        }

        public string ZipCode { get; set; }
        public string LocalImage { get; set; }
        public string[] ForecastImage { get; set; }
        public WeatherReturn LocalWeather { get; set; }
        public ForecastReturn ForeCast { get; set; }
        public string ErrMsg { get; set; }
    }
}
```

