Experiment – 14B

Aim: Create An application which allows user to have Chat on two different pages.

Code:

//Multiview –use

User1.aspx:

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="User1.aspx.cs"
Inherits="Lab14_b.User1" %>
<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml">
<head runat="server">
<title></title>
</head>
<body>
<form id="form1" runat="server">
<div>
<div>
<asp:Button ID="Button1" runat="server" OnClick="Button1_Click"
Style="z-index: 1; left: 13px; top: 48px; position: absolute"
Text="Button" />
</div>
<asp:TextBox ID="TextBox1" runat="server" Style="z-index: 1; left: 11px;
top: 15px; position: absolute"></asp:TextBox>
<p>
<asp:Label ID="Label1" runat="server" Style="z-index: 1; left: 28px;
top: 164px; position: absolute"
Text="Label"></asp:Label>
</p>
<asp:RadioButtonList ID="RadioButtonList1" runat="server" Style="z-index:
1; left: 10px; top: 91px; position: absolute; height: 27px; width: 82px">
<asp:ListItem>User2</asp:ListItem>
</asp:RadioButtonList>
<asp:Label ID="Label2" runat="server" Style="z-index: 1; left: 229px; top:
165px; position: absolute"
Text="Label"></asp:Label>
</div>
</form>
</body>
</html>
```

User1.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace Lab14_b
{
public partial class User1 : System.Web.UI.Page
{
protected void Page_Load(object sender, EventArgs e)
{
Application.Lock();
Label1.Text = (string)Application["msg2"];
Label2.Text = (string)Application["msg3"];
Application.UnLock();
Response.AppendHeader("Refresh", "7");
}
protected void Button1_Click(object sender, EventArgs e)
{
Application.Lock();
if ((RadioButtonList1.SelectedItem.ToString()).Equals("User2"))
{
string msg = Application["msg2"].ToString() + "User1" + ": " +
TextBox1.Text +
"<br/>";
Application["msg2"] = msg.ToString();
Label1.Text = Application["msg2"].ToString();
}
else if ((RadioButtonList1.SelectedItem.ToString()).Equals("User3"))
{
string msg = Application["msg3"].ToString() + "User1" + ": " +
TextBox1.Text +
"<br/>";
Application["msg3"] = msg.ToString();
Label2.Text = Application["msg3"].ToString();
}
Application.UnLock();
}
}
}
```

User2.aspx:

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="User2.aspx.cs"
Inherits="Lab14_b.User2" %>
<!DOCTYPE html>
<html xmlns="http://www.w3.org/1999/xhtml">
```

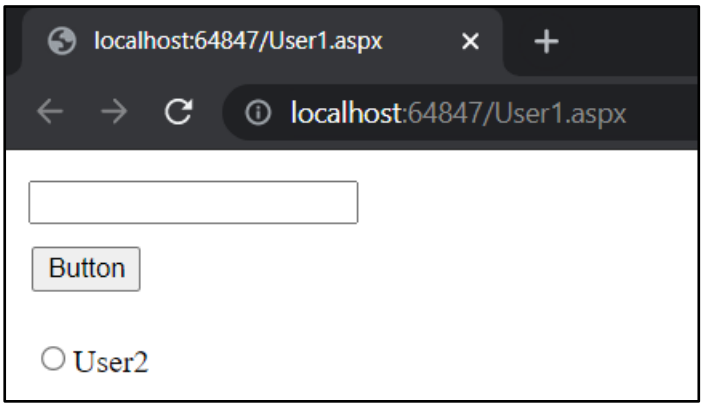
```
<head runat="server">
<title></title>
</head>
<body>
<form id="form1" runat="server">
<div>
<asp:Label ID="Label1" runat="server" Style="z-index: 1; left:
16px; top: 84px; position: absolute"
Text="Label"></asp:Label>
<asp:Button ID="Button1" runat="server" OnClick="Button1_Click"
Style="z-index: 1; left: 15px; top: 45px; position: absolute"
Text="Button" />
<asp:TextBox ID="TextBox1" runat="server" Style="z-index: 1; left:
13px; top: 13px; position: absolute"></asp:TextBox>
</div>
</form>
</body>
</html>
```

User2.aspx.cs:

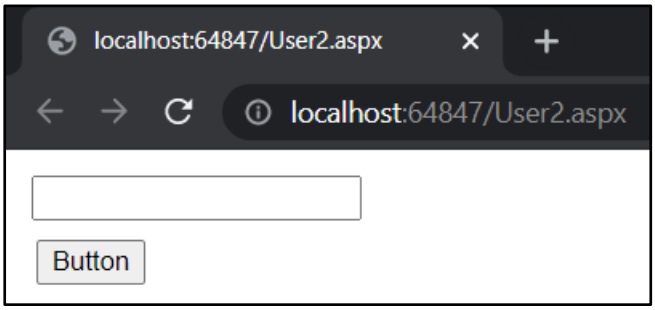
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace Lab14_b
{
public partial class User2 : System.Web.UI.Page
{
protected void Page_Load(object sender, EventArgs e)
{
Application.Lock();
Label1.Text = (string)Application["msg2"];
Application.UnLock();
Response.AppendHeader("Refresh", "7");
}
protected void Button1_Click(object sender, EventArgs e)
{
Application.Lock();
string msg = Application["msg2"].ToString() + "User2" + ": " +
TextBox1.Text +
"<br/>";
Application["msg2"] = msg.ToString();
Label1.Text = Application["msg2"].ToString();
Application.UnLock();
}
}
}
```

Output Screenshots:

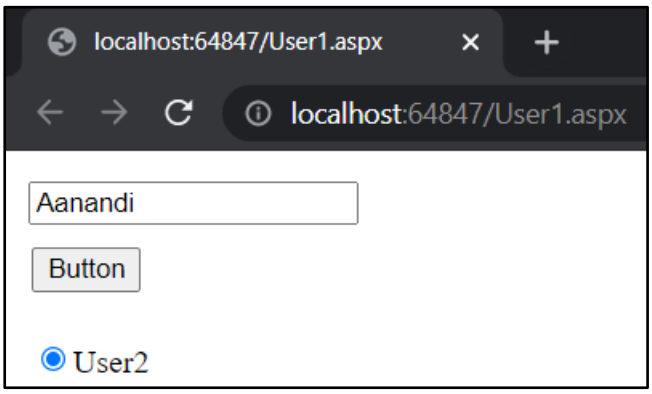
User1:



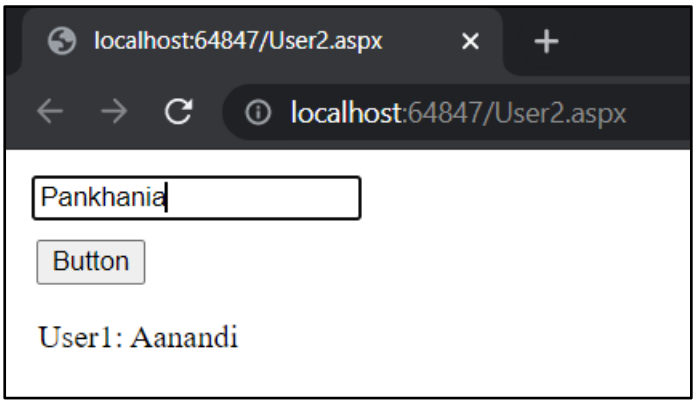
User2:



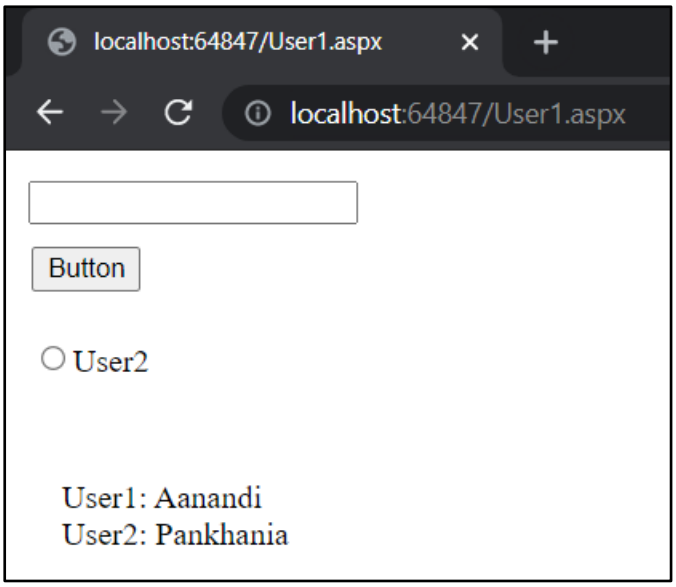
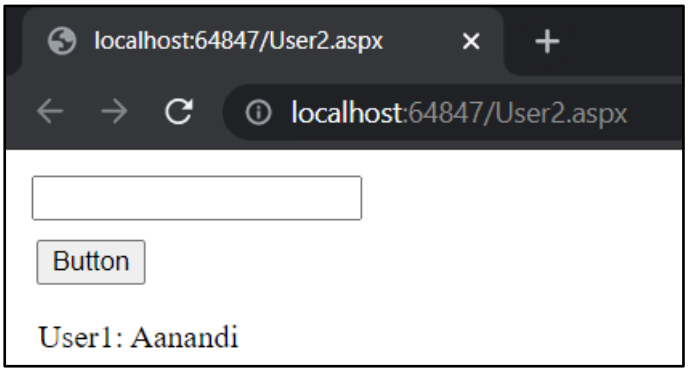
Sending message from user1 to user2:



Sending message from user2 to user1:



Message received at user1:



Message received at user2: