
.NET TECHNOLOGY Lab Practical

EnrollmentNo:
160470107003

Param Ardeshta

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Practical 1

AIM:

Introduction to C#

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Program1
{
    class vector
    {
        public int value;
    }

    class Program1
    {
        static int i = 25;

        public enum TimeOfDay
        {
            Morning = 0,
            Afternoon = 1,
            Evening = 2
        }

        static void Main(string[] args)
        {
            Console.WriteLine("This is first program");

            //Scope of variables

            int i=5;
```

```
Console.WriteLine("Scope of the variable {0}",i);
for (i = 0; i < 2; i++)
{
    Console.WriteLine("{0} {1}",i,Program1.i);
}
for (int k = 0; k < 2; k++)
{
    Console.WriteLine("{0}",k);
}
//Constant
const int valueConst=25;
Console.WriteLine("{0}",valueConst);
//valueConst = 15;
const int valueConst2 = 15;
Console.WriteLine("{0}", valueConst2);
//valueConst = valueConst2;
Console.WriteLine("{0}",valueConst);
//Value Type DataTypes
Console.WriteLine("Value Type");
int val1, val2;
val1 = 50;
Console.WriteLine("val1= {0}",val1);
val2 = val1;
Console.WriteLine("val1= {0} val2= {1}", val1,val2);
//Reference Type
Console.WriteLine("Reference Type");
vector x, y;
x = new vector();
x.value = 15;
y = x;
```

```
Console.WriteLine("x = {0} y = {1}", x.value,y.value);

y.value = 151;

Console.WriteLine("x = {0} y = {1}", x.value, y.value);

Console.WriteLine("\n Interger Types");

sbyte sb = 22;

short s = 22;

int i1 = 22;

long l = 22L;

Console.WriteLine("{0} sbtye\n{1} short\n{2} int\n{3}
long\n",sb,s,i1,l);

Console.WriteLine("Unsigned Integers");

byte b = 21;

ushort us = 21;

uint ui = 21;

ulong ul = 21;

Console.WriteLine("{0} btye\n{1} ushort\n{2} uint\n{3} ulong\n", b,
us, ui, ul);

Console.WriteLine("Floating Point");

float f = 11.22334455F;

double d = 11.2233445566778899;

Console.WriteLine("{0} float\n{1} double", f, d);

decimal dec = 111.2223334444555666777888999M;

Console.WriteLine("Decimal:\n{0}", dec);

Console.WriteLine("\nBoolean:");

bool valBoolean = true;

Console.WriteLine("Status: " + valBoolean);

Console.WriteLine("\nCharacter:\nSingle Quote \'');

Console.WriteLine("Double Quote \'");

Console.WriteLine("Back Slash \'");

char charA = 'A';

Console.WriteLine(charA);
```

```
int integerA = 2;

Console.WriteLine("Predefined Reference Type");

Object o1 = "This is object 1";

Object o2 = 34;

String strObj = o1 as string;

Console.WriteLine(strObj);

Console.WriteLine(o1.GetHashCode() + " " + o1.GetType());

Console.WriteLine(o2.GetHashCode() + " " + o2.GetType());

Console.WriteLine(o1.Equals(o2));

string s1, s2;

s1 = "String 1";

s2 = s1;

Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);

s2 = "New String 1";

Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);

s1 = "c:\\NewFolder\\Hello\\P1.cs";

Console.WriteLine(s1);

s1 = @"c:\NewFolder\Hello\P1.cs";

Console.WriteLine(s1);

s1 = @"We can also write
like this";

Console.WriteLine(s1);

Console.WriteLine("Flow control if statement");

bool isZero;

Console.WriteLine("\nFlow Control: (if)\ni is " + i);

if (i == 0)
{
    isZero = true;

    Console.WriteLine("i is Zero");
}
```

```
else
{
    isZero = false;
    Console.WriteLine("i is Non - zero");
}

//else if
Console.WriteLine("\nType in a string:");
string input;
input = Console.ReadLine();
if (input == "")
{
    Console.WriteLine("You typed in an empty string");
}
else if (input.Length < 5)
{
    Console.WriteLine("The string had less than 5 characters");
}
else if (input.Length < 10)
{
    Console.WriteLine("The string had at least 5 but less than 10
characters");
}
Console.WriteLine("The string was " + input);
Console.WriteLine("\nSwitch:");

switch (integerA)
{
    case 1:
        Console.WriteLine("integerA = 1");
        break;
```

```
        case 2:
            Console.WriteLine("integerA = 2");
            //goto case 3;
            break;
        case 3:
            Console.WriteLine("integerA = 3");
            break;
        default:
            Console.WriteLine("integerA is not 1, 2, or 3");
            break;
    }


    WriteGreeting(TimeOfDay.Morning);
    Console.WriteLine("Argument is: {0}", args[1]);
    Console.ReadLine();
}

static void WriteGreeting(TimeOfDay timeOfDay)
{
    switch (timeOfDay)
    {
        case TimeOfDay.Morning:
            Console.WriteLine("Good morning!");
            break;
        case TimeOfDay.Afternoon:
            Console.WriteLine("Good afternoon!");
            break;
        case TimeOfDay.Evening:
            Console.WriteLine("Good evening!");
            break;
        default:
    }
```



```
        Console.WriteLine("Hello!");  
        break;  
    }  
}  
}  
  
}
```

Output:

 D:\COLLEGE\6th sem\DOT NET\Programs\P1.exe

Decimal:

111.222333444555666777888999

Boolean:

Status: True

Character:

Single Quote '

Double Quote "

Back Slash \

A

Predefined Reference Type

This is object 1

-1201247914 System.String

34 System.Int32

False

S1 is: String 1 and s2 is String 1

S1 is: String 1 and s2 is New String 1

c:\NewFolder\Hello\P1.cs

c:\NewFolder\Hello\P1.cs

We can also write

like this

Flow control if statement

Flow Control: (if)

i is 2

i is Non - zero

Type in a string:

abcdef

The string had at least 5 but less than 10 characters

The string was abcdef

Switch:

integerA = 2

Good morning!

Practical 2

Program 1:

AIM:

Print given Pattern

@ @ @ @ @

@ @ @ @

@ @ @

@ @

@

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
namespace Pattern1
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            for (int i = 5; i > 0; i--)
```

```
            {
```

```
                for (int j = 0; j < i; j++)
```

```
                {
```

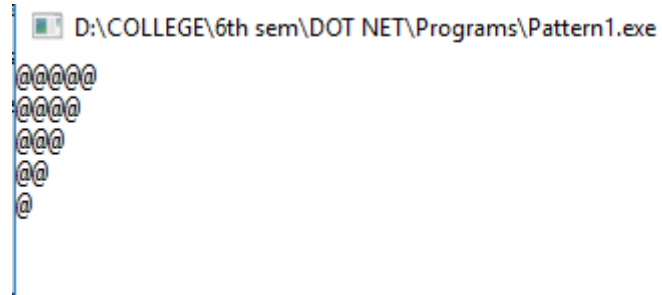
```
                    Console.Write("@");
```

```
                }
```

```
                Console.WriteLine();
```

```
            }
```

```
        Console.ReadKey();  
    }  
}  
}
```

Output:**Program 2****AIM:**

Print given Pattern.

1

1 2

1 2 3

1 2 3 4

```
using System;
```

```
using System.Collections.Generic;
```

```
using System.Linq;
```

```
using System.Text;
```

```
namespace Pattern2
```

```
{
```

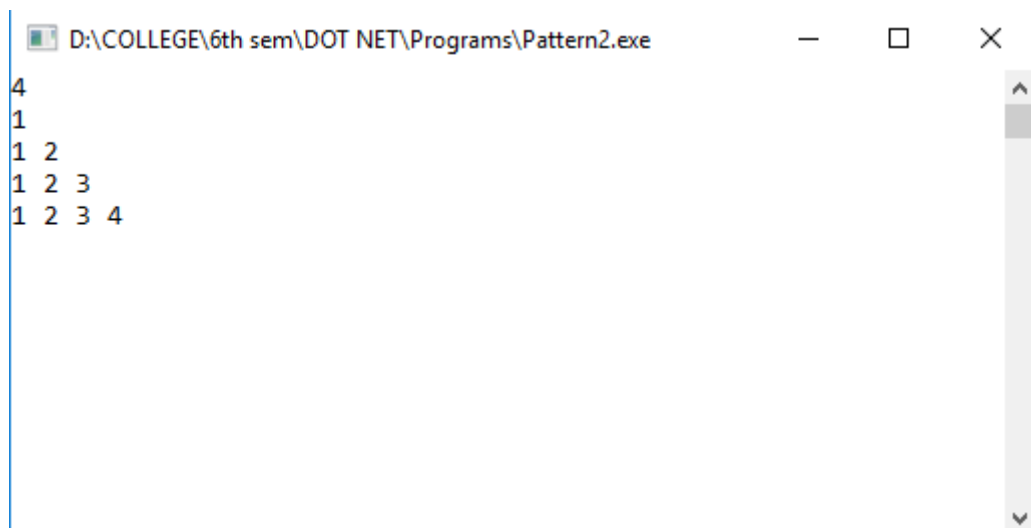
```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
String s = Console.ReadLine();  
int value = int.Parse(s);  
for (int i = 1; i <= value; i++)  
{  
    for (int j = 1; j <=i; j++)  
    {  
        Console.Write("{0} ",j);  
    }  
    Console.WriteLine();  
}  
Console.ReadKey();  
}  
}
```

Output:-

```
D:\COLLEGE\6th sem\DOT NET\Programs\Pattern2.exe  
4  
1  
1 2  
1 2 3  
1 2 3 4
```

Program 3

AIM:

Prompt a user to input his/her name and country name and print on console
Hello Ram from country India

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace PrintNameCountry

{

    class Program

    {

        static void Main(string[] args)

        {

            Console.WriteLine("Enter name");

            String name = Console.ReadLine();

            Console.WriteLine("Enter Country");

            String country = Console.ReadLine();

            Console.WriteLine("Hello {0} from country {1}", name, country);

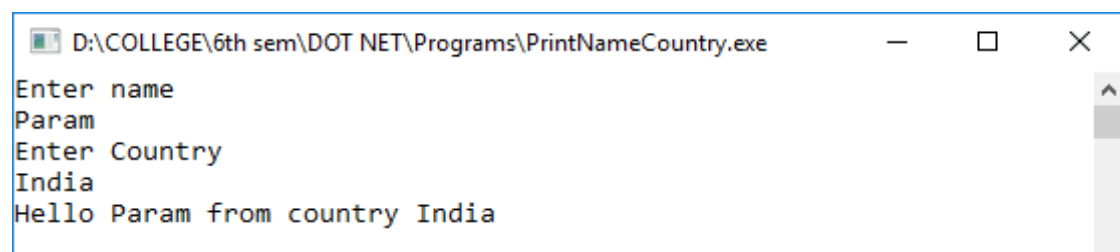
            Console.ReadKey();

        }

    }

}
```

Output:



Program 4

AIM: Create C# console application to define Car class and derive Maruti and Mahindra from it to Demonstrate Inheritance.

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Inheritance

{

    class Car

    {

        protected String name, fuel,id;

    }

    class Maruti: Car

    {

        internal Maruti(String name, String fuel, String id)

        {

            this.name = name;

            this.fuel = fuel;

            this.id = id;

            Console.WriteLine("{0} {1} {2}",this.name, this.fuel, this.id);

        }

    }

    class Mahindra : Car

    {

        internal Mahindra(String name, String fuel, String id)

        {

            this.name = name;

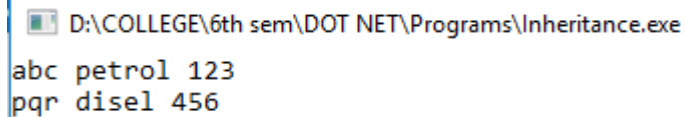
            this.fuel = fuel;
```

```
        this.id = id;

        Console.WriteLine("{0} {1} {2}",this.name, this.fuel, this.id);
    }
}

class Program
{
    static void Main(string[] args)
    {
        Maruti obj1= new Maruti("abc","petrol","123");
        Mahindra obj2 =new Mahindra("pqr","disel","456");

        Console.ReadKey();
    }
}
```

Output:

```
D:\COLLEGE\6th sem\DOT NET\Programs\Inheritance.exe
abc petrol 123
pqr disel 456
```

Practical 3

Program 1

Method Overloading

AIM: Write a c# program to add two integers, two vectors and two metric using Method Overloading.

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace MethodOverloading
{
    class Vector
    {
        internal int x, y, z;

        internal Vector(int x, int y, int z)
        {
            this.x = x;
            this.y = y;
            this.z = z;
        }

        internal Vector() { }
    }

    class Matrix
    {
        internal int [,] m = new int[2,2];

        internal Matrix(){}
    }

    class Program
```



```
{  
  
    static void add(int a, int b)  
    {  
        int temp = a + b;  
        Console.WriteLine(temp);  
    }  
  
    static void add(Vector a, Vector b)  
    {  
        Vector temp = new Vector();  
        temp.x = a.x + b.x;  
        temp.y = a.y + b.y;  
        temp.z = a.z + b.z;  
        Console.WriteLine("{0}x {1}y {2}z", temp.x, temp.y, temp.z);  
    }  
  
    static void add(Matrix a, Matrix b)  
    {  
        Matrix temp = new Matrix();  
        for (int i = 0; i < 2; i++)  
        {  
            for (int j = 0; j < 2; j++)  
            {  
                temp.m[i, j]=a.m[i,j]+b.m[i,j];  
                Console.Write(temp.m[i, j]);  
            }  
            Console.WriteLine();  
        }  
    }  
  
    static void Main(string[] args)  
    {
```

```
        Console.WriteLine("Enter Vector");

        Vector a = new Vector(int.Parse(Console.ReadLine()),
int.Parse(Console.ReadLine()), int.Parse(Console.ReadLine()));

        Vector b = new Vector(int.Parse(Console.ReadLine()),
int.Parse(Console.ReadLine()), int.Parse(Console.ReadLine()));

        add(a, b);

        Console.WriteLine("Enter integer");

        int x = int.Parse(Console.ReadLine());

        int y = int.Parse(Console.ReadLine());

        add(x, y);

        Matrix m1 = new Matrix();

        Matrix m2 = new Matrix();

        m1.m[0, 0] = 2;

        m1.m[0, 1] = 2;

        m1.m[1, 0] = 2;

        m1.m[1, 1] = 2;

        m2.m[0, 0] = 3;

        m2.m[0, 1] = 3;

        m2.m[1, 0] = 3;

        m2.m[1, 1] = 3;

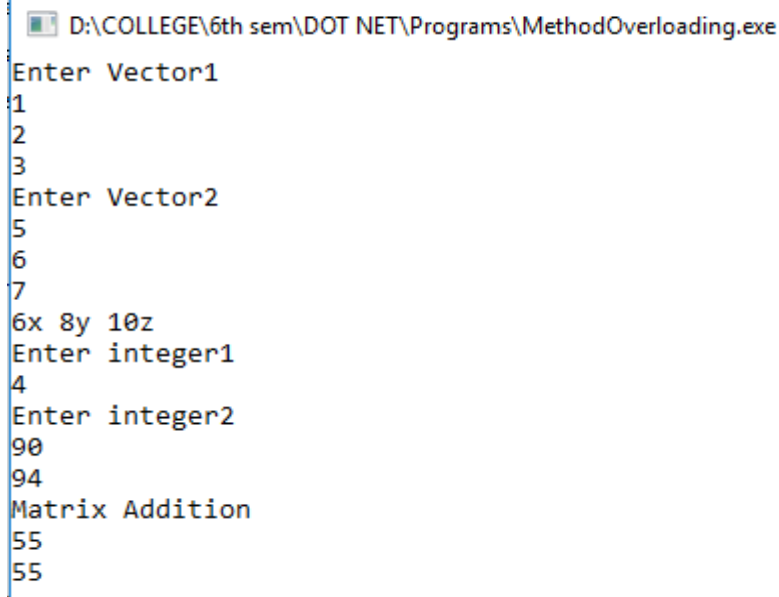
        add(m1, m2);

        Console.ReadKey();

    }

}

}
```

Output:

```
D:\COLLEGE\6th sem\DOT NET\Programs\MethodOverloading.exe
Enter Vector1
1
2
3
Enter Vector2
5
6
7
6x 8y 10z
Enter integer1
4
Enter integer2
90
94
Matrix Addition
55
55
```

Program 2**Constructor Overloading**

AIM: Write a c# program that create student object. Overload Constructor to create new instant with following details.

1. Name
2. Name, Enrollment
3. Name, Enrollment, Branch

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

namespace ConstructorOverloading
{
    class Student
    {
        String name,enroll_no,branch;
```

```
public Student(String name)
{
    this.name = name;
}

public Student(String name, String enroll_no)
{
    this.name = name;
    this.enroll_no = enroll_no;
}

public Student(String name, String enroll_no, String branch)
{
    this.name = name;
    this.enroll_no = enroll_no;
    this.branch = branch;
}

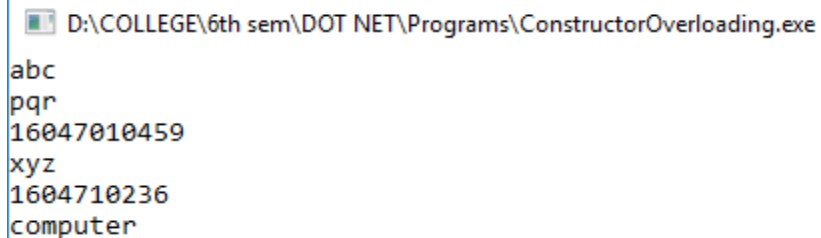
internal String getName()
{
    return this.name;
}

internal String getEnroll()
{
    return this.enroll_no;
}

internal String getBranch()
{
    return this.branch;
}
}

class Program
{
```

```
static void Main(string[] args)
{
    Student s1 = new Student("abc");
    Console.WriteLine(s1.getName());
    Student s2 = new Student("pqr", "16047010459");
    Console.WriteLine(s2.getName());
    Console.WriteLine(s2.getEnroll());
    Student s3 = new Student("xyz", "1604710236", "computer");
    Console.WriteLine(s3.getName());
    Console.WriteLine(s3.getEnroll());
    Console.WriteLine(s3.getBranch());
    Console.ReadKey();
}
}
```

Output:

```
D:\COLLEGE\6th sem\DOT NET\Programs\ConstructorOverloading.exe
abc
pqr
16047010459
xyz
1604710236
computer
```

Practical 4

Reflection API

AIM: Create a c# program to find Methods, Properties and Constructors from class of running program using Reflection API.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Reflection;

namespace Reflection
{
    class Student
    {
        String name, enroll_no, branch;
        public Student(String name)
        {
            this.name = name;
        }
        public Student(String name, String enroll_no)
        {
            this.name = name;
            this.enroll_no = enroll_no;
        }
        public Student(String name, String enroll_no, String branch)
        {
            this.name = name;
            this.enroll_no = enroll_no;
            this.branch = branch;
        }
    }
}
```

```
    }

    public String getName()
    {
        return this.name;
    }


    public String getEnroll()
    {
        return this.enroll_no;
    }

    public String getBranch()
    {
        return this.branch;
    }
}

class Program
{
    static void Main(string[] args)
    {
        Type t = Type.GetType("Reflection.Student");
        ConstructorInfo[] ci = t.GetConstructors();
        MethodInfo[] mi = t.GetMethods();
        foreach (ConstructorInfo c in ci)
        {
            Console.WriteLine(c.ToString());
        }
        foreach (MethodInfo m in mi)
        {
            Console.WriteLine(m.ToString());
        }
        Console.ReadLine();
    }
}
```

```
    }  
}  
}
```

Output:

 D:\COLLEGE\6th sem\DOT NET\Programs\Reflection.exe

```
Void .ctor(System.String)  
Void .ctor(System.String, System.String)  
Void .ctor(System.String, System.String, System.String)  
System.String getName()  
System.String getEnroll()  
System.String getBranch()  
System.String ToString()  
Boolean Equals(System.Object)  
Int32 GetHashCode()  
System.Type GetType()
```


Practical 5

AIM:

Program to copy data from one file to another using StreamReader and StreamWriter class.

Program 1

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace CopyFile1
{
    class Program
    {
        static void Main(string[] args)
        {
            String file1 = @"F:\16ce043\source.txt";
            String file2 = @"F:\16ce043\destination1.txt";
            using (StreamReader reader = new StreamReader(file1))
            {
                using (StreamWriter writer = new StreamWriter(file2))
                {
                    writer.Write(reader.ReadToEnd());
                }
            }
        }
    }
}
```

Program to Read Lines from a File until the End of File is Reached.

Program 2


```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace CopyFile2
{
    class Program
    {
        static void Main(string[] args)
        {
            String file1 = @"F:\16ce043\source.txt";
            String file2 = @"F:\16ce043\destination2.txt";
            String content = null;
            using (StreamReader reader = new StreamReader(file1))
            {
                using (StreamWriter writer = new StreamWriter(file2))
                {
                    while ((content = reader.ReadLine()) != null)
                    {
                        writer.WriteLine(content);
                    }
                }
            }
        }
    }
}
```

```
    }  
}
```

Program to List Files in a Directory.

Program 3

```
using System;  
using System.Collections.Generic;  
using System.Linq;  
using System.Text;  
using System.IO;  
namespace DirectoryStructure  
{  
    class Program  
    {  
        static void Main(string[] args)  
        {  
            String[] directories = Directory.GetDirectories(@"F:\16ce043");  
            String[] files = Directory.GetFiles(@"F:\16ce043");  
            Console.WriteLine("Directories are");  
            foreach (String dir in directories)  
                Console.WriteLine(dir);  
            Console.WriteLine("Files are");  
            foreach (String file in files)  
                Console.WriteLine(file);  
            Console.ReadKey();  
        }  
    }  
}
```

Output: D:\COLLEGE\6th sem\DOT NET\Programs\DirectoryStructure.exe

Directories are

D:\College\6th sem\DOT NET\Programs

Files are

D:\College\6th sem\DOT NET\2160711_Dot Net Technology Study Material GTU_14052016_054304PM.pdf

D:\College\6th sem\DOT NET\Assignment.xlsx

D:\College\6th sem\DOT NET\net Assignment-1.pdf

D:\College\6th sem\DOT NET\P1-master.zip

D:\College\6th sem\DOT NET\Practical-.NET-master.zip

D:\College\6th sem\DOT NET\Practtical Document.docx

D:\College\6th sem\DOT NET\Unit 1.pdf

Practical 6

WindowsFromApplication

Create Windows Form Application for Student Registration and store student Details in DataBase.

Form1.cs

```
using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

using System.Data.SqlClient;

namespace StudentRegistrationForm

{

    public partial class Form1 : Form

    {

        public Form1()

        {

            InitializeComponent();

        }

        private void Gender_Click(object sender, EventArgs e)

        {

        }

        private void Submit_Click(object sender, EventArgs e)

        {

            String gender;
```

```
        if (rdoMale.Checked == true)
        {
            gender = "Male";
        }
        else
        {
            gender = "Female";
        }

        String source = @"Data Source=mycomputer\squlexpress;Initial
Catalog=DBstudent;Integrated Security=True;Pooling=False";

        String select = "select count(*) from tblStudent;";

        SqlConnection conn=new SqlConnection(source);

        SqlCommand cmd=new SqlCommand(select,conn);

        conn.Open();

        int i=Convert.ToInt32(cmd.ExecuteScalar());

        int pkStudent=i+1;

        string insert="insert into
tblStudent(pkStudent,fname,mname,lname,dob,Address,email,Father_name,Mother_name,M
obile_Number,Gender)
values("+pkStudent+", '"+txtFirstName.Text+"', '"+txtMiddleName.Text+"', '"+txtLastNa
me.Text+"', '"+datepickerDOB.Value.Date+"', '"+txtAddress.Text+"', '"+txtEmail.Text+"',
 '"+txtFatherName.Text+"', '"+txtMotherName.Text+"', '"+txtMobNo.Text+"', '"+gender+"')
";

        cmd= new SqlCommand(insert,conn);

        int a= cmd.ExecuteNonQuery();

        MessageBox.Show("You are Done");

        InitializeComponent();
    }

    private void openFileDialog1_FileOk(object sender, CancelEventArgs e)
    {
    }

    private void btnUpload_Click(object sender, EventArgs e)
    {
    }
```

```

        openFileDialog1.Filter = "Jpg|*.jpg";

        if (openFileDialog1.ShowDialog() == DialogResult.OK)
        {
            String imgPath;

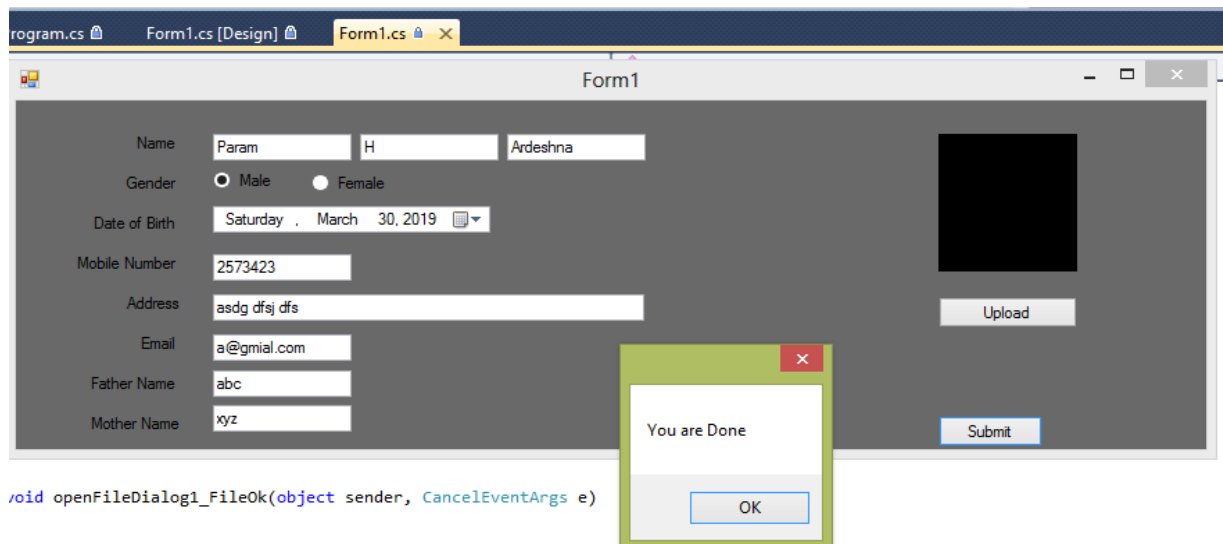
            imgPath = @"F:\16ce043\StudentRegistrationForm"+
openFileDialog1.SafeFileName;

            imgStudent.Image = Image.FromFile(openFileDialog1.FileName);
        }
    }

    private void Form1_Load(object sender, EventArgs e)
    {
        rdoMale.Checked = true;
    }
}
}

```

Output:-



tblStudent: Query(... express.DBstudent) X Form1.Designer.cs Program.cs Form1.cs [Design] Form1.cs									
	pkStudent	fname	mname	lname	dob	Address	email	Father_name	Mother_name
▶		adadsas	asdasdasd	asdasdasdaasd	2/21/2019	asdasdasdas	asdasdasd	asdasd	asdasdasd
	2	aa	bb	cc	3/7/2019	asd	asa	daaaa	ddddddddd
	3	Param	H	Ardeshta	3/30/2019	asdg dfsj dfs	a@gmial.com	abc	xyz
*	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Practical 7

AIM:

ASP.NET Validation Control

RequiredFieldValidator, CompareValidator, RegularExpressionValidator,
CustomValidator,
RangeValidator, ValidationSummary.

WebForm1.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="ValidationControls.WebForm1" %>
```

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<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" Text="Name"></asp:Label>
```

```
<asp:TextBox ID="txtName" runat="server"></asp:TextBox>
```

```
<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
```

```
ControlToValidate="txtName" Display="Dynamic" ErrorMessage="Please
Enter Name"
```

```
ForeColor="Red">*</asp:RequiredFieldValidator>
```

```
</div>
```

```

<asp:Label ID="Label2" runat="server" Text="Email"></asp:Label>

<asp:TextBox ID="txtEmail" runat="server"></asp:TextBox>

<asp:RegularExpressionValidator ID="RegularExpressionValidator1"
runat="server"

    ControlToValidate="txtEmail" Display="Dynamic" ErrorMessage="Enter valid
email"

    ForeColor="Red"

    ValidationExpression="\w+([-+.']\w+)*@\w+([-.\]\w+)*\.\w+([-
.]\w+)*"></asp:RegularExpressionValidator>

<p>

<asp:Label ID="Label3" runat="server" Text="Mobile"></asp:Label>

<asp:TextBox ID="txtMobile" runat="server"></asp:TextBox>

<asp:RegularExpressionValidator ID="RegularExpressionValidator2"
runat="server"

    ControlToValidate="txtMobile" ErrorMessage="Enter valid Mobile number"

    ForeColor="Red" ValidationExpression="[0-
9]{10}"></asp:RegularExpressionValidator>

</p>

<p>

<asp:Label ID="Label4" runat="server" Text="Password"></asp:Label>

<asp:TextBox ID="txtPassword" runat="server"></asp:TextBox>

</p>

<p>

<asp:Label ID="Label5" runat="server" Text="Confirm Password"></asp:Label>

<asp:TextBox ID="txtConfirm" runat="server"></asp:TextBox>

<asp:CompareValidator ID="CompareValidator1" runat="server"

    ControlToCompare="txtPassword" ControlToValidate="txtConfirm"
Display="Dynamic"

    ErrorMessage="CompareValidator"
ForeColor="Red"></asp:CompareValidator>

</p>

<p>

<asp:Label ID="Label6" runat="server" Text="Semester"></asp:Label>

```

```
<asp:TextBox ID="txtSemester" runat="server"></asp:TextBox>

<asp:RangeValidator ID="RangeValidator1" runat="server"

    ControlToValidate="txtSemester" ErrorMessage="RangeValidator"
ForeColor="Red"

    MaximumValue="8" MinimumValue="1" Type="Integer"></asp:RangeValidator>

</p>

<p>

    <asp:Button ID="Button1" runat="server" onclick="Button1_Click"
Text="Submit" />

</p>

<asp:ValidationSummary ID="ValidationSummary1" runat="server" />

</form>

</body>

</html>
```

WebForm1.aspx.cs

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

namespace ValidationControls

{

    public partial class WebForm1 : System.Web.UI.Page

    {

        protected void Page_Load(object sender, EventArgs e)

        {

        }

        protected void Button1_Click(object sender, EventArgs e)

        {

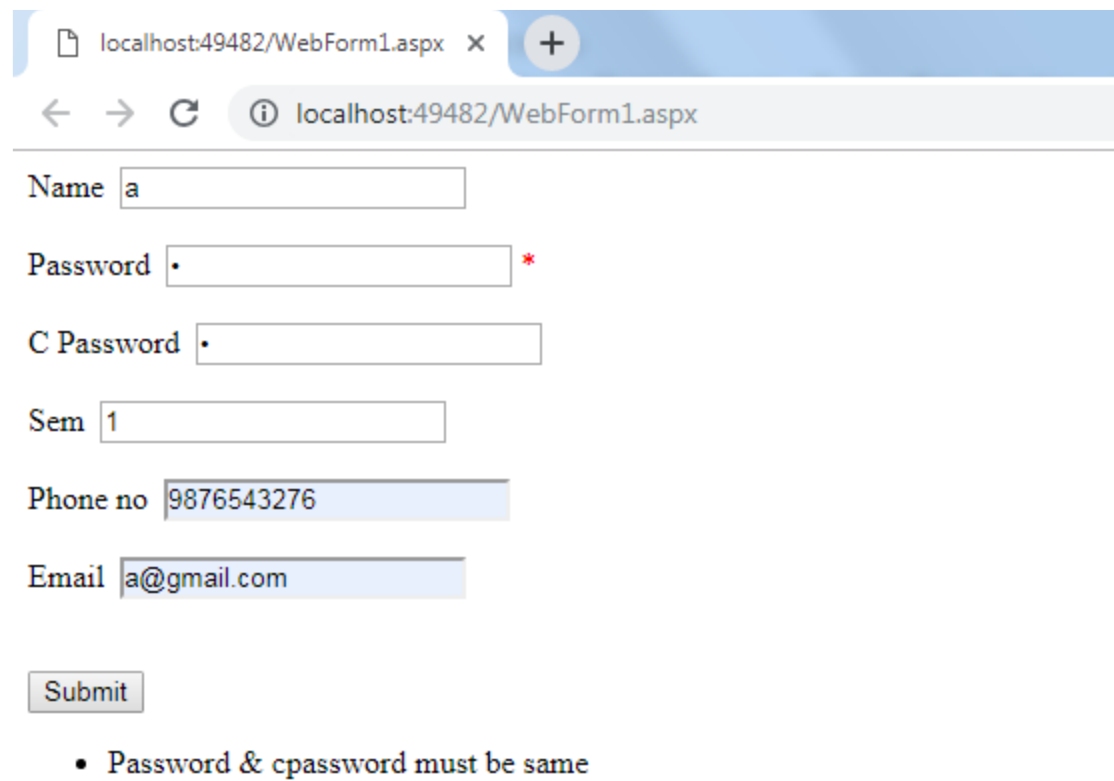
        }

    }

}
```

```
}  
}  
}
```

Output:-



The screenshot shows a web browser window with the address bar displaying 'localhost:49482/WebForm1.aspx'. The form contains the following fields and values:

- Name: a
- Password: • (with a red asterisk indicating a validation error)
- C Password: •
- Sem: 1
- Phone no: 9876543276
- Email: a@gmail.com

Below the form is a 'Submit' button. A validation message is displayed below the button:

- Password & cpassword must be same

Practical 8

AIM:

Introduction to Master Pages

Site1.Master

```
<%@ Master Language="C#" AutoEventWireup="true" CodeBehind="Site1.master.cs"
Inherits="MasterPages.Site1" %>
```

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<html xmlns="http://www.w3.org/1999/xhtml">
```

```
<head runat="server">
```

```
    <title></title>
```

```
    <asp:ContentPlaceHolder ID="head" runat="server">
```

```
    </asp:ContentPlaceHolder>
```

```
</head>
```

```
<body>
```

```
    <form id="form1" runat="server">
```

```
    <div>
```

```
        <table style="height:400px;width:400px">
```

```
            <tr>
```

```
                <td>
```

```
                    <asp:Label ID="lblHeader" runat="server"
Text="Header"></asp:Label>
```

```
                </td>
```

```
            </tr>
```

```
            <tr>
```

```
                <td><asp:Button ID="btnSearch" runat="server"
```

```
                    Text="Search" />
```

```
                    <asp:TextBox ID="txtSearch" runat="server"></asp:TextBox>
```

```
                <asp:ContentPlaceholder ID="ContentPlaceholder1"
runat="server">

                    <p>

                        Web Content

                    </p>

                </asp:ContentPlaceholder>

            </td>

        </tr>

        <tr>

            <td>Footer

            </td>

        </tr>

    </table>

</div>

</form>

</body>

</html>
```

Site1.Master.cs

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

namespace MasterPages

{

    public partial class Site1 : System.Web.UI.MasterPage

    {

    }
```

```
protected void Page_Load(object sender, EventArgs e)
{
}

public Label lblHeader
{
    get { return lblHeader; }
}

public Button BtnSearch
{
    get { return btnSearch; }
}

public TextBox TxtSearch
{
    get { return txtSearch; }
}
}
```

WebForm1.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="MasterPages.WebForm1" %>

<asp:Content ID="Content1" ContentPlaceHolderID="head" runat="server">

</asp:Content>

<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">

    <asp:TextBox ID="txtHeader" runat="server"></asp:TextBox>

    <asp:Button ID="btnHeader" runat="server" onclick="btnHeader_Click"

        Text="Change Header" />

    &nbsp;

</asp:Content>
```

WebForm1.aspx.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;

namespace MasterPages
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {
        }

        protected void btnHeader_Click(object sender, EventArgs e)
        {
            ((Site1)Master).LblHeader.Text = txtHeader.Text;
        }
    }
}
```

WebForm2.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="MasterPages.WebForm2" %>

<asp:Content ID="Content1" ContentPlaceHolderID="head" runat="server">

</asp:Content>

<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">

    <asp:GridView ID="grdStudent" runat="server">
```



```
</asp:GridView>
```

```
</asp:Content>
```

WebForm2.aspx.cs

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

using System.Data.SqlClient;

namespace MasterPages

{

    public partial class WebForm2 : System.Web.UI.Page

    {

        protected void Page_Init(object sender, EventArgs e)

        {

            ((Site1)Master).BtnSearch.Click += new EventHandler(BtnSearch_Click);

        }

        void BtnSearch_Click(object sender, EventArgs e)

        {

            getData();

        }

        protected void Page_Load(object sender, EventArgs e)

        {

        }

        void getData()
```

```

{
    String source = @"Data Source=mycomputer\sqlexpress;Initial
Catalog=DBstudent;Integrated Security=True;Pooling=False";

    SqlConnection conn = new SqlConnection(source);

    String search = ((Site1)Master).TxtSearch.Text;

    String query = "select * from tblStudent where fname like
'%" + search + "%'";

    SqlCommand cmd = new SqlCommand(query, conn);

    conn.Open();

    SqlDataReader reader = cmd.ExecuteReader();

    grdStudent.DataSource = reader;

    grdStudent.DataBind();

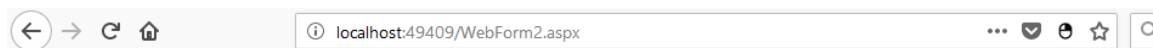
    conn.Close();
}

}

}

```

Output:-



Header

Search	p									
pkStudent	fname	mname	lname	dob	Address	email	Father_name	Mother_name	Mobile_Number	Gender
3	Param	H	Ardeshna	3/30/2019 12:00:00 AM	asdg dfsj dfs	a@gmial.com	abc	xyz	2573423	Male

Footer

Practical 9

AIM:

Introduction to Web Service.

Web service to create a Calculator.

WebService1.asmx.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.Services;

namespace ServiceApplication
{
    /// <summary>
    /// Summary description for WebService1
    /// </summary>
    [WebService(Namespace = "http://tempuri.org/")]
    [WebServiceBinding(ConformsTo = WsiProfiles.BasicProfile1_1)]
    [System.ComponentModel.ToolboxItem(false)]
    // To allow this Web Service to be called from script, using ASP.NET AJAX,
    uncomment the following line.
    // [System.Web.Script.Services.ScriptService]
    public class WebService1 : System.Web.Services.WebService
    {

        [WebMethod]
        public string HelloWorld()
        {
            return "Hello World";
        }
        [WebMethod]
        public int add(int a, int b)
        {
            return a+b;
        }
        [WebMethod]
        public int sub(int a, int b)
        {
            return a - b;
        }
        [WebMethod]
        public int mult(int a, int b)
        {
            return a * b;
        }
        [WebMethod]
        public int div(int a, int b)
        {
            return a / b;
        }
    }
}
```

```

    }
}

```

WebForm1.aspx

```

<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebService.WebForm1" %>

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head runat="server">
    <title></title>
</head>
<body>
    <form id="form1" runat="server">
        <div>

            <asp:TextBox ID="txtA" runat="server"></asp:TextBox>
            <asp:RequiredFieldValidator ID="rfValidator1" runat="server"
                ControlToValidate="txtA" Display="Dynamic" ErrorMessage="Required
Field"
                ForeColor="Red"></asp:RequiredFieldValidator>
            <asp:RegularExpressionValidator ID="RegularExpressionValidator1"
runat="server"
                ControlToValidate="txtA" Display="Dynamic" ErrorMessage="Only Numbers
Allowed"
                ForeColor="Red" ValidationExpression="^(0|[1-
9])\d*$"></asp:RegularExpressionValidator>

        </div>
        <asp:TextBox ID="txtB" runat="server"></asp:TextBox>
        <asp:RequiredFieldValidator ID="rfValidator2" runat="server"
            ControlToValidate="txtB" Display="Dynamic" ErrorMessage="Required Field"
            ForeColor="Red"></asp:RequiredFieldValidator>
        <asp:RegularExpressionValidator ID="RegularExpressionValidator2"
runat="server"
            ControlToValidate="txtB" ErrorMessage="Only Numbers Allowed"
            ForeColor="Red"
            ValidationExpression="^(0|[1-9])\d*$"></asp:RegularExpressionValidator>
        <br />
        <asp:Button ID="btnAdd" runat="server" onclick="btnAdd_Click" Text="+" />
        <asp:Button ID="btnSub" runat="server" onclick="btnSub_Click" Text="-" />
        <asp:Button ID="btnMultiply" runat="server" onclick="btnMultiply_Click"
            Text="*" />
        <asp:Button ID="btnDivide" runat="server" onclick="btnDivide_Click" Text="/"
/>
        <br />
        <asp:Label ID="lblResult" runat="server" Text="Label"></asp:Label>
    </form>
</body>
</html>

```

WebForm1.aspx.cs

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;

namespace WebService
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        serviceCalc.WebService1 calc = new serviceCalc.WebService1();
        protected void Page_Load(object sender, EventArgs e)
        {

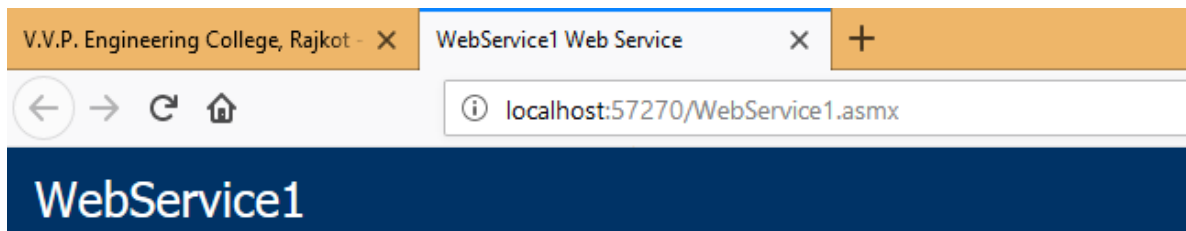
        }

        protected void btnAdd_Click(object sender, EventArgs e)
        {
            lblResult.Text = calc.add(Convert.ToInt16(txtA.Text),
            Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btnSub_Click(object sender, EventArgs e)
        {
            lblResult.Text = calc.sub(Convert.ToInt16(txtA.Text),
            Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btnMultiply_Click(object sender, EventArgs e)
        {
            lblResult.Text = calc.mult(Convert.ToInt16(txtA.Text),
            Convert.ToInt16(txtB.Text)).ToString();
        }

        protected void btnDivide_Click(object sender, EventArgs e)
        {
            lblResult.Text = calc.div(Convert.ToInt16(txtA.Text),
            Convert.ToInt16(txtB.Text)).ToString();
        }
    }
}
```

Output:-

The following operations are supported. For a formal definition, please review the [Service Description](#).

- [HelloWorld](#)
- [add](#)
- [div](#)
- [mult](#)
- [sub](#)

