. N E T P R O G R A M M I N G (E P A M)

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Lab10: ADO.NET <u>IN-LAB</u>:

(Asp.Net using State management Technique)
Implement a website for Chatting using Asp.net web forms. By taking the following requirements.

    i) Create one login form with 1 label, 1 TextBox and 1 button ii)   Create one ChatPage.html which will be open when user clicks on login button iii)   Create Message.aspx for sending user given messages to the Application Object iv) Create Display.aspx for displaying all the messages in Chat Area from the Application object

        Hint: Before sending messages to the Application, you must store Some messages in the Application object within Global.aspx file. And also you must store UserName in the Session also.

Solution:

WebForm1.aspx.cs

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="Lab10Task1.WebForm1" %>

<!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 runat="server" Text="username"></asp:Label>
            <asp:TextBox runat="server"></asp:TextBox>
            <br>

            <asp:Label ID="Label1" runat="server" Text="password"></asp:Label>
            <asp:TextBox ID="TextBox1" runat="server"></asp:TextBox> <br />
            <asp:Button runat="server" Text="Login" OnClick="Unnamed3_Click" />
        </div>
    </form>
</body>
</html>
```

Message.aspx.cs

```
<%@ Page Language="C#" %>
<%

    // Get the message from the request
string message = Request.Form["txtMessage"];

    // Get the list of chat messages from the Application object
    List<string> messages = Application["Messages"] as List<string>;

    // Add the new message to the list of chat messages
messages.Add(Session["UserName"] + ": " + message);

    // Redirect back to the ChatPage.html
    Response.Redirect("ChatPage.html");
 %>
```

Global.aspx.cs

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

namespace Lab10Task1
{
    public partial class Global : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }
        // Global.asax.cs
        void Application_Start(object sender, EventArgs e)
        {
            List<string> messages = new List<string>();
messages.Add("Welcome to the chat!");            messages.Add("Say
hi to get started!");
            Application["messages"] = messages;
        }
}
 }
```

ChatPage.html :

```html
<!-- ChatPage.html -->
<html>
    <head>
        <title>Chat</title>
<script>
            function sendMessage() {
                var message = document.getElementById('message').value;
var username = '<%= Session["username"] %>';                var
xmlhttp = new XMLHttpRequest();
                xmlhttp.open("GET", "Message.aspx?username=" + username +
"&message=" + message, true);
xmlhttp.send();
```
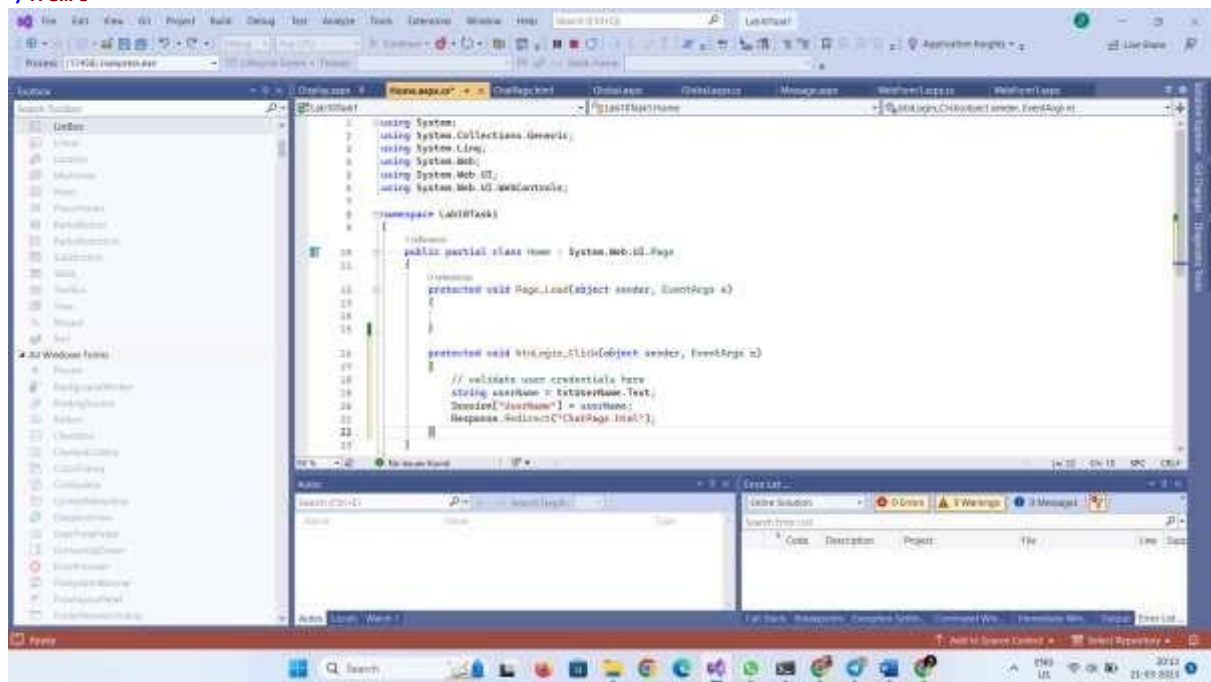
```
                    document.getElementById('message').value = '';
            }

            function getMessages() {
                var xmlhttp = new XMLHttpRequest();
xmlhttp.onreadystatechange = function() {                    if
(this.readyState == 4 && this.status == 200) {
document.getElementById('chat').innerHTML = this.responseText;
}                };
                xmlhttp.open("GET", "Display.aspx", true);
xmlhttp.send();
            }

            setInterval(getMessages, 1000);
        </script>
    </head>
    <body onload="getMessages()">
        <div id="chat"></div>
        <div>
            <input type="text" id="message" />
            <button onclick="sendMessage()">Send</button>
        </div>
    </body>
</html>
```


Outputs :

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← → C ⟳ 🔒 localhost:44305/WebForm1.aspx

🗐 Amazon Elastic Co... 🌐 New Tab

username meghavansukaran
password 1234
Login

Q Search

Chat × +

← → C ⟳ 🔒 localhost:44305/ChatPage.html

🗐 Amazon Elastic Co... 🌐 New Tab

hello | Send

hello