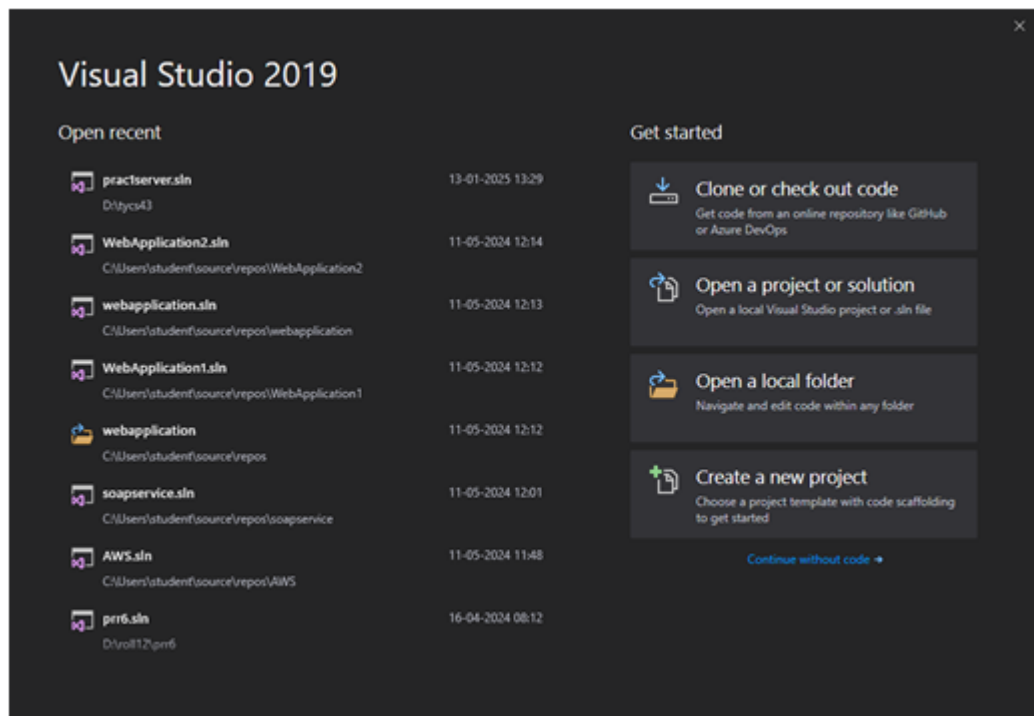


Practical No.6

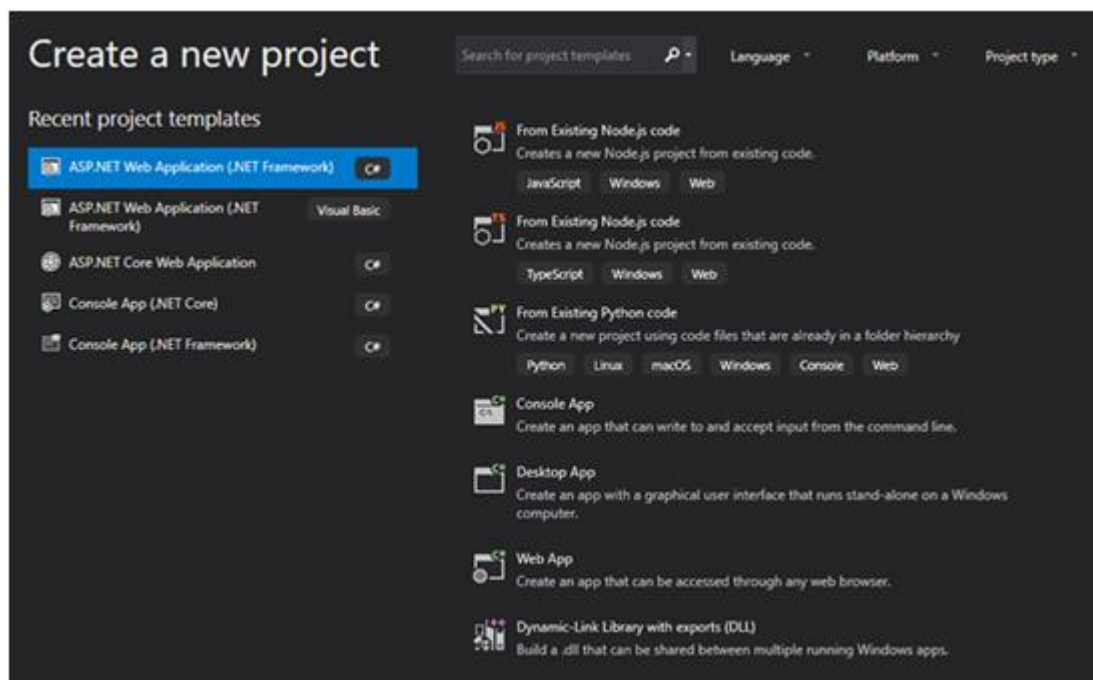
Aim: - Develop application to download image/video from server or upload image/video to server using MTOM techniques.

Step 1: -Open Visual Studio 2019



Step 2: -Create a new Project

Select ASP.NET Web Application (.NET framework)



Step 3: -Give project name and click create

Configure your new project

ASP.NET Web Application (.NET Framework) C# Windows Web

Project name

DownloadImage

Location

C:\Users\student\Desktop\

Solution

Create new solution

Solution name ⓘ

DownloadImage

☐ Place solution and project in the same directory

Framework

.NET Framework 4.7.2

Back Create

Step 4: -Select Empty and click create

Create a new ASP.NET Web Application

Empty
An empty project template for creating ASP.NET applications. This template does not have any content in it.

Web Forms
A project template for creating ASP.NET Web Forms applications. ASP.NET Web Forms lets you build dynamic websites using a familiar drag-and-drop, event-driven model. A design surface and hundreds of controls and components let you rapidly build sophisticated, powerful UI-driven sites with data access.

MVC
A project template for creating ASP.NET MVC applications. ASP.NET MVC allows you to build applications using the Model-View-Controller architecture. ASP.NET MVC includes many features that enable fast, test-driven development for creating applications that use the latest standards.

Web API
A project template for creating RESTful HTTP services that can reach a broad range of clients including browsers and mobile devices.

Single Page Application
A project template for creating rich client side JavaScript driven HTML5 applications using ASP.NET Web API. Single Page Applications provide a rich user experience which includes client-side interactions using HTML5, CSS3, and JavaScript.

Authentication
No Authentication
[Change](#)

Add folders & core references

☐ Web Forms
☐ MVC
☐ Web API

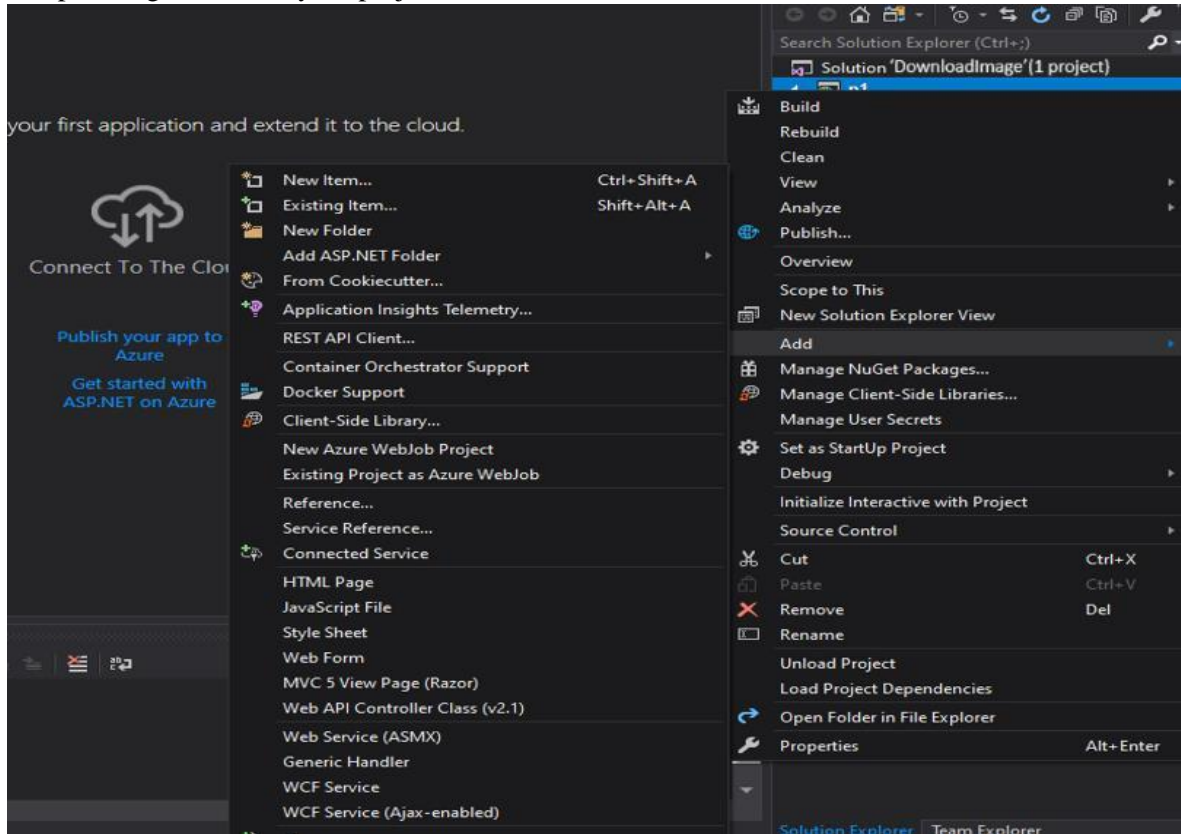
Advanced

☐ Docker support
(Requires [Docker Desktop](#))

☐ Also create a project for unit tests
DownloadImage.Tests

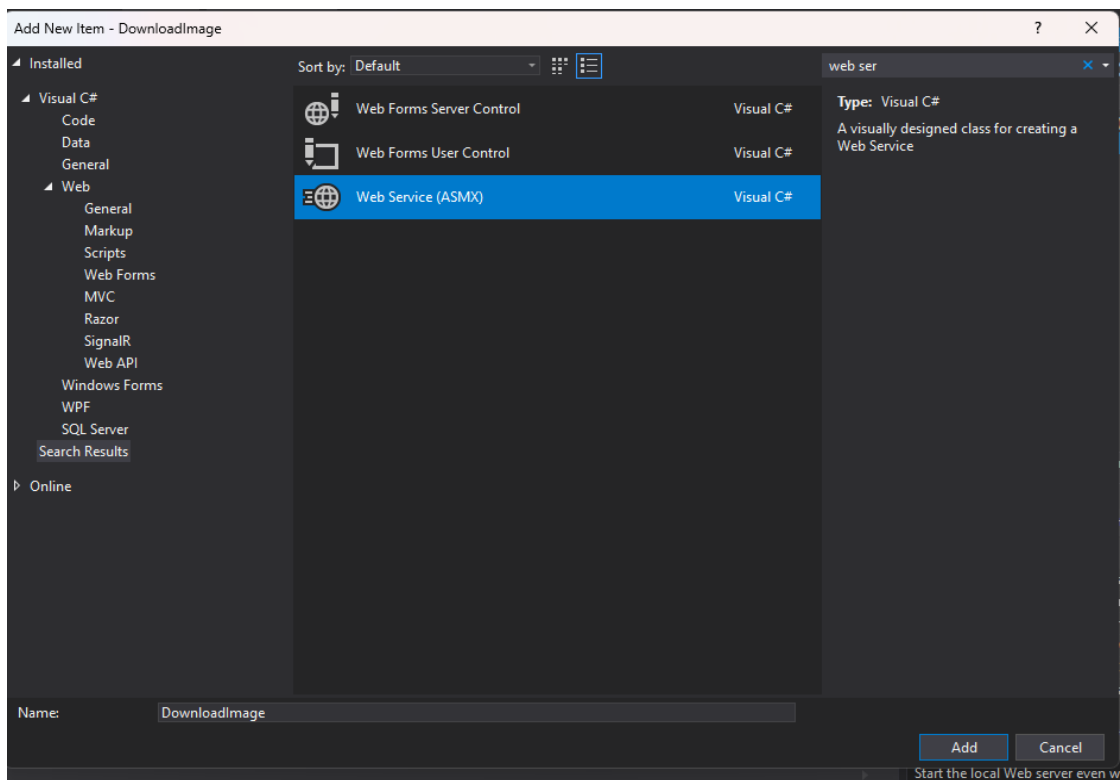
Back Create

Step 5: -Right Click on your project name > Go to Add > New Item



Step6: - Create a Web Service

Click on Web Service (ASMX) > Give Name to the web service as DownloadImage.asmx

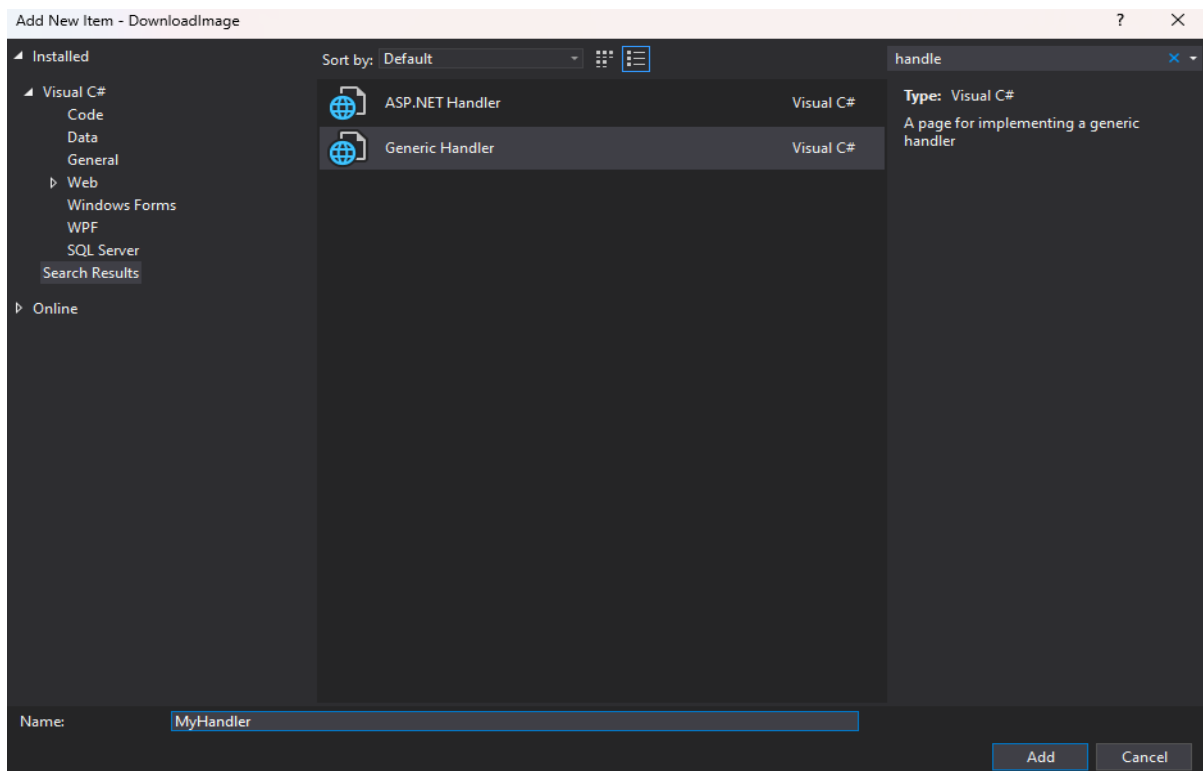


Step 7: -Write this code in your DownloadImage.aspx.cs file

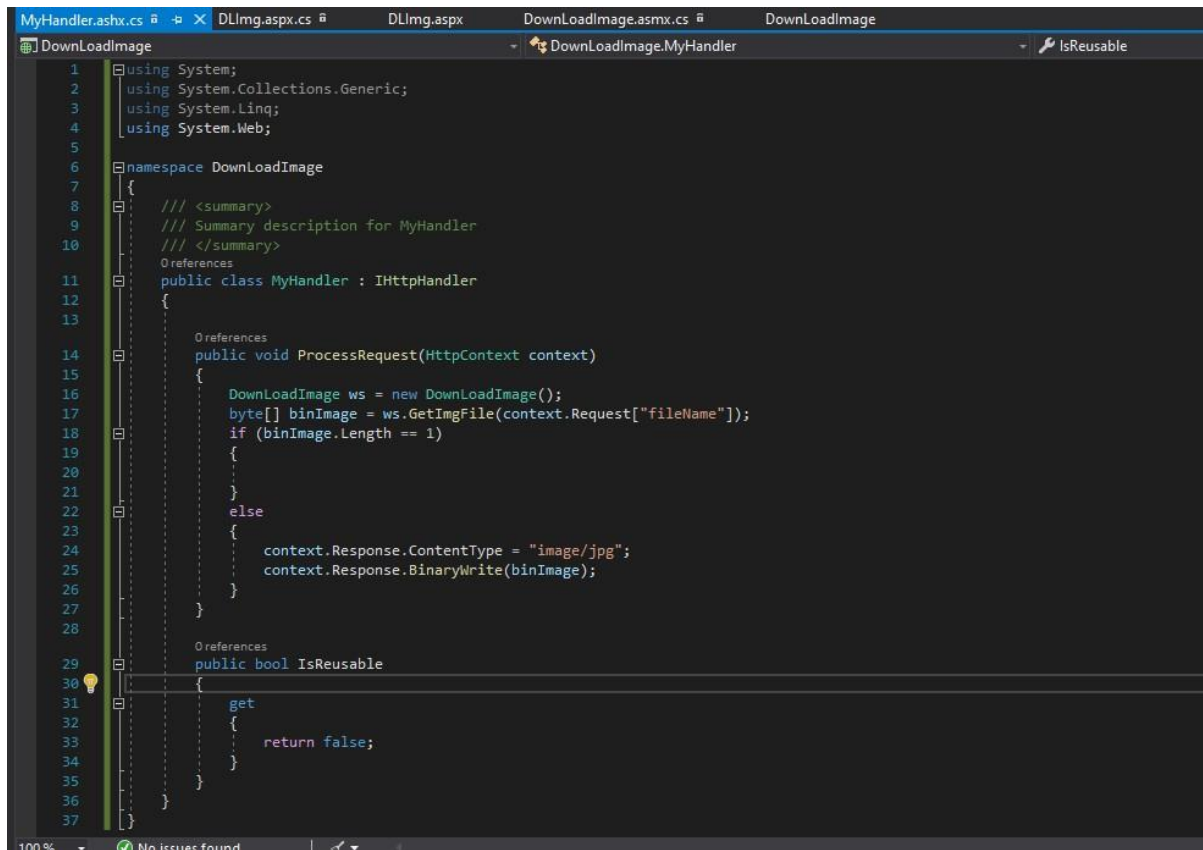
```
14 [WebServiceBinding(ConformsTo = WsiProfiles.BasicProfile1_1)]
15 [System.ComponentModel.ToolboxItem(false)]
16 // To allow this Web Service to be called from script, using ASP.NET AJAX, uncomment the following line.
17 // [System.Web.Script.Services.ScriptService]
18 2 references
19 public class DownloadImage : System.Web.Services.WebService
20 {
21     [WebMethod]
22     0 references
23     public string HelloWorld()
24     {
25         return "Hello World";
26     }
27     [WebMethod, Description("Get Image Content")]
28     1 reference
29     public byte[] GetImgFile(String fileName)
30     {
31         if (System.IO.File.Exists(Server.MapPath("~/Images/") + fileName))
32         {
33             return System.IO.File.ReadAllBytes(Server.MapPath("~/Images/") + fileName);
34         }
35         else
36         {
37             return new byte[]
38             {
39                 {0};
40             }
41         }
42     }
43 }
```

Step 8: - Right Click on your project name > Go to Add > New Item

Step 9: -Create a Web Handler : Click on Generic Handler (ASMX) > Give Name to the Handler as MyHandler.ashx.cs



Step 10: - Write this code in your MyHandler.ashx.cs file



```

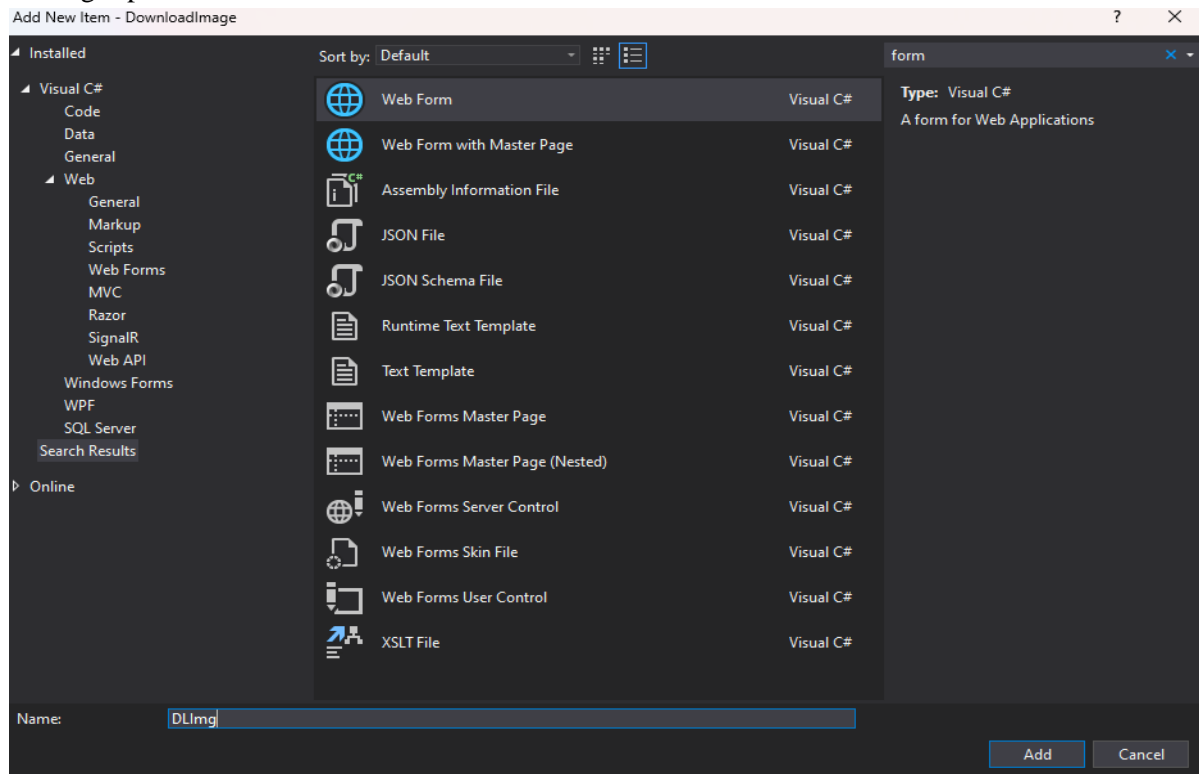
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Web;
5
6  namespace DownloadImage
7  {
8      /// <summary>
9      /// Summary description for MyHandler
10     /// </summary>
11     public class MyHandler : IHttpHandler
12     {
13
14         public void ProcessRequest(HttpContext context)
15         {
16             DownloadImage ws = new DownloadImage();
17             byte[] binImage = ws.GetImgFile(context.Request["fileName"]);
18             if (binImage.Length == 1)
19             {
20             }
21             else
22             {
23                 context.Response.ContentType = "image/jpg";
24                 context.Response.BinaryWrite(binImage);
25             }
26         }
27     }
28
29     public bool IsReusable
30     {
31         get
32         {
33             return false;
34         }
35     }
36 }

```

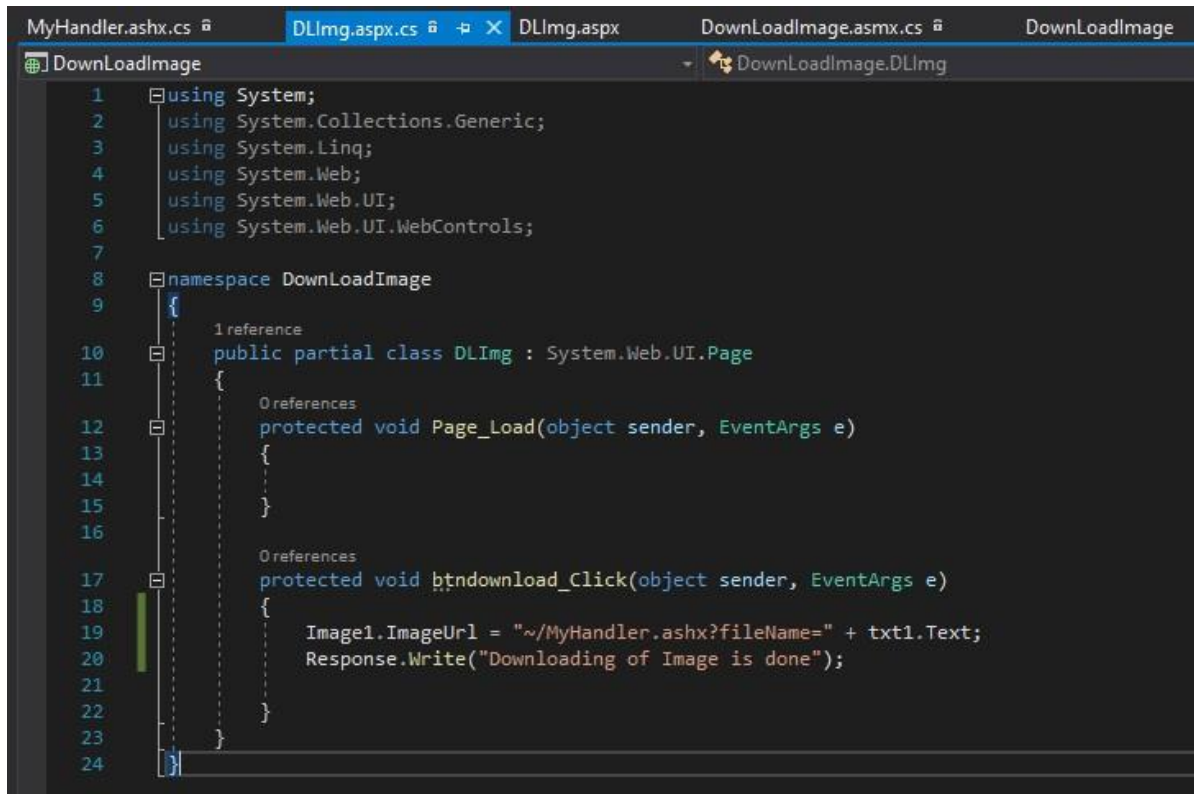
Step 11: - Right Click on your project name > Go to Add > New Item

Step 12: - Click on Web Form > Give Name to the form as

DLImg.aspx.cs



Step 13: -Write this code in DLImg file



```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Web;
5 using System.Web.UI;
6 using System.Web.UI.WebControls;
7
8 namespace DownloadImage
9 {
10     1 reference
11     public partial class DLImg : System.Web.UI.Page
12     {
13         0 references
14         protected void Page_Load(object sender, EventArgs e)
15         {
16         }
17
18         0 references
19         protected void btnDownload_Click(object sender, EventArgs e)
20         {
21             Image1.ImageUrl = "~/MyHandler.ashx?fileName=" + txt1.Text;
22             Response.Write("Downloading of Image is done");
23         }
24     }
```

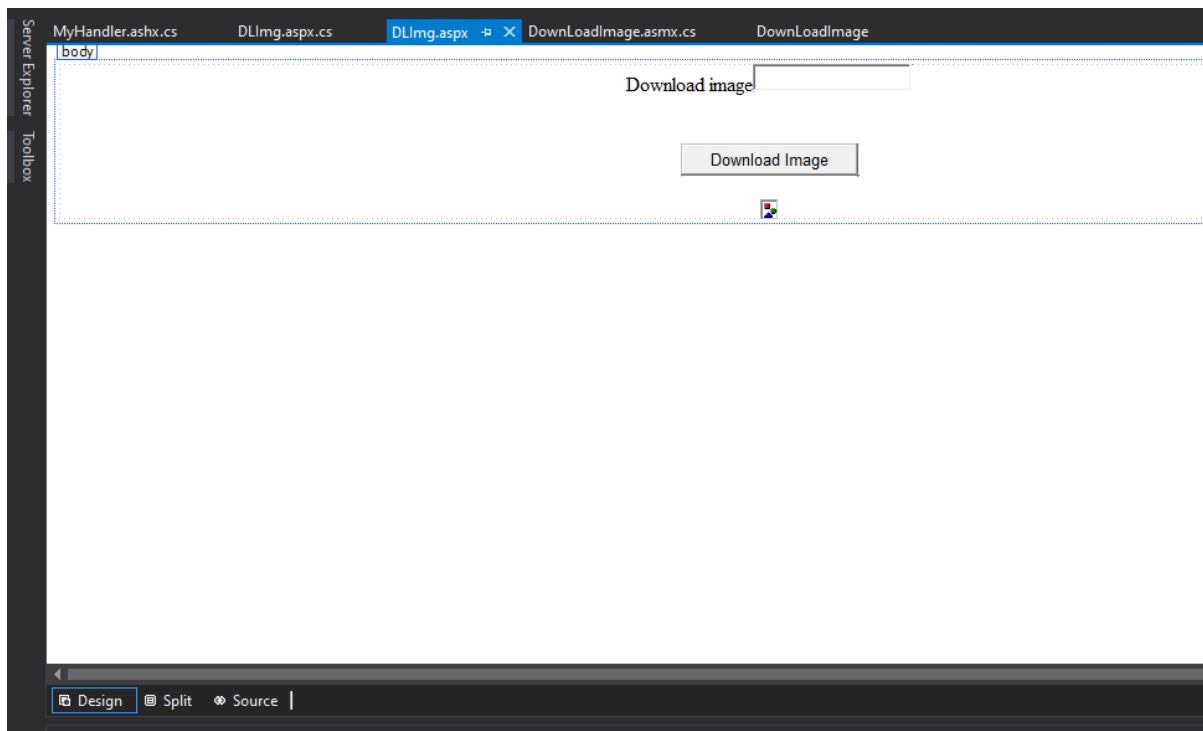
Step 14: -Design the

DLImg.aspx Go to toolbox >

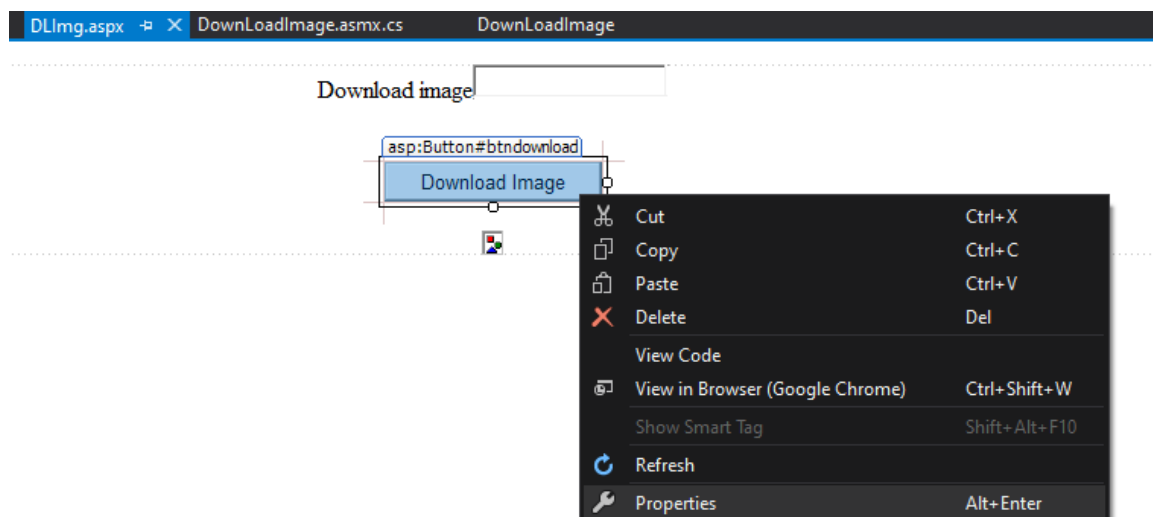
Standard

Drag and drop

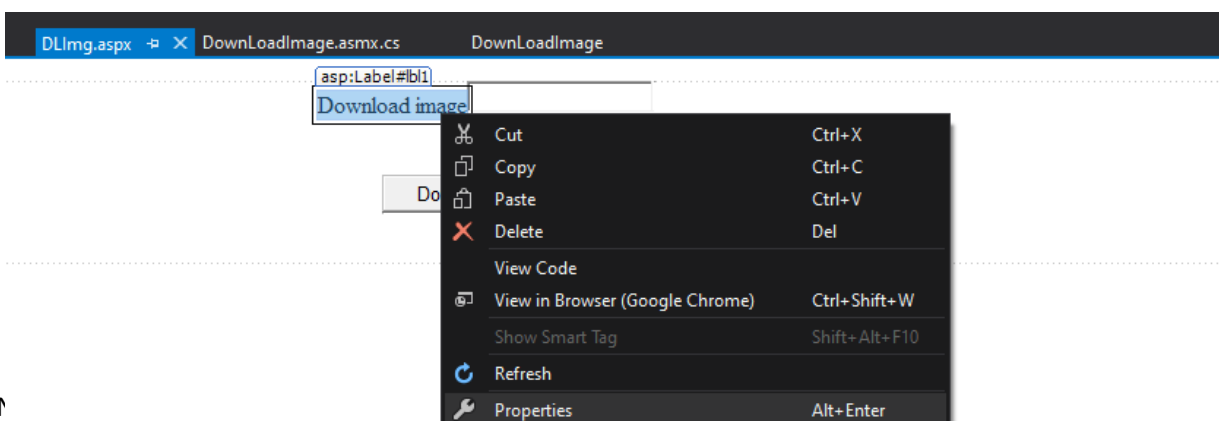
- Text Field
- Label
- Button
- ImageMap



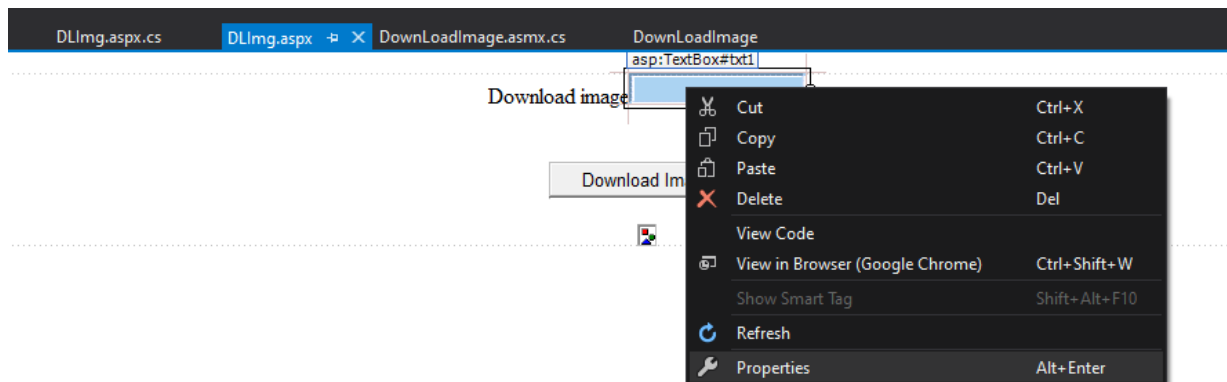
Step 15: -Right click on the button > Properties > Give Button ID – btndownload
and text – Download Image



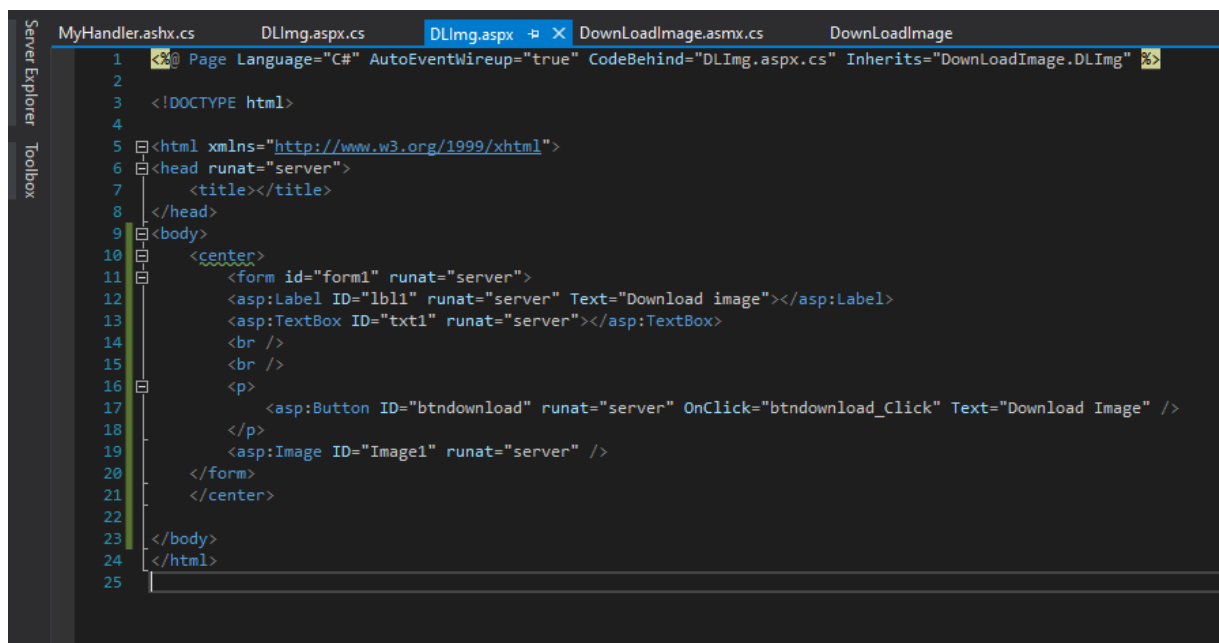
Step 16: -Right click on the label > Properties > Give label ID – lb11 and Text – Download Image



Step 17: -Right click on the Text Field > Properties > Give ID – txt1



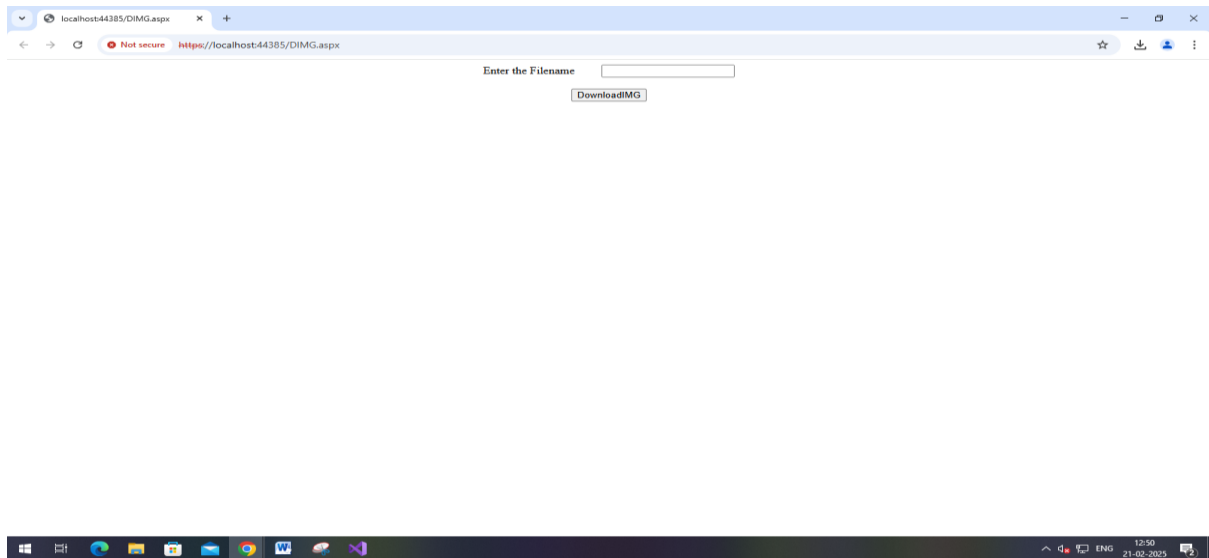
Step 18: -DLImg.aspx source code



Step 19: - Create an Images folder and copy two jpg images in it.

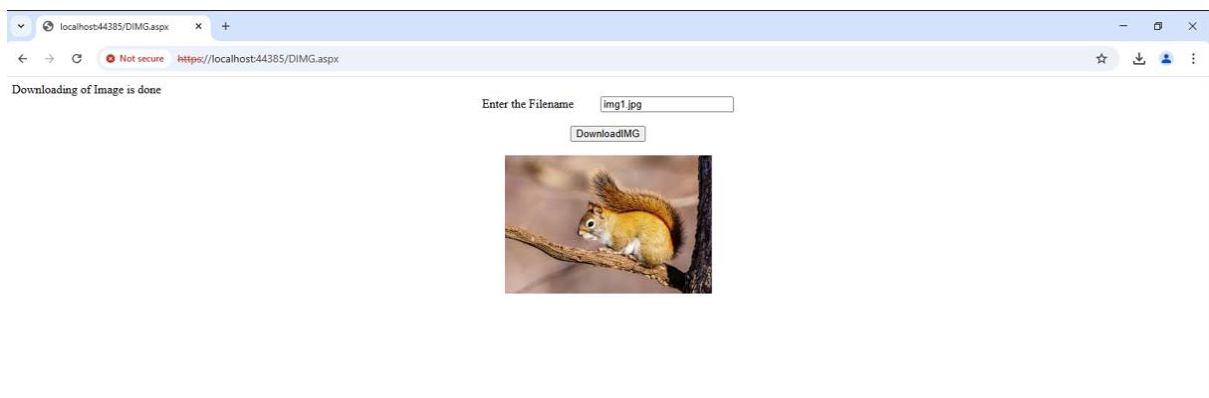
Step 20: -Run your Project.

Enter your image name.



Output:-

img1.jpg



img2.jpg

