LAB MANUAL .NET

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PRACTICAL-1

AIM: INTRODUCTION TO C#:

1.Introduction to c#:

```
using System;
namespace P1
{
   class MyFirstClass
   {
        public static void Main()
        {
               Console.WriteLine("HiAll");
               Console.ReadKey();
               return;
        }
   }
}
```

2.constant variable

```
using System;
namespace Cant
{
   public class Cant
   {
        public static void Main()
        {
               int a;
               a = 99;
               Console.WriteLine("Value is: {0}",a);

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

3.scope of variable

```
using System;
namespace P1
{
   class Scope1
   {
        public static void Main()
        {
               for(int i=0;i<5;i++)
               {
                      Console.WriteLine(i);
               }

               for(int i=4;i>=0;i--)
               {
                      Console.WriteLine(i);
               }
        }
   }
}
```

4.scope of variable

```
using System;
namespace P1
{
   class Scope2
   {
        public static void Main()
        {
               int j;
               for(int i=0;i<15;i++)
               {
                      int j;
                      Console.WriteLine(i);
               }
        }
```

```
    }
}
```

5.Scope of variable.

```
using System;
namespace P1
{
    public class Scope{
    static int j = 430;
    public static void Main()
    {
          int j =900;
          Console.WriteLine(Scope.j);
    }
}
```

6.consatnt variable

```
using System;
namespace P1
{
    public class Const
    {
          public static void Main()
          {
                   const double bonusPercent = 0.51;
                   int sal = 3000;
                   int bonus = (int)(sal * bonusPercent);
                   Console.WriteLine(bonus);
          }
    }
}
```

7. Use of Datatypes.

```
using System;
namespace P1
{
   public class Vector
   {
        public int value;
   }
   public class DataTypes
   {
        public static void Main()
        {
               int i;
               int j;
               i = 77;
               j = i;

               Console.WriteLine("i is {0} and j is {1}", i, j);
               j = 20;
               Console.WriteLine("i is {0} and j is {1}", i, j);

               Vector x,y;
               x = new Vector();
               x.value = 33;
               y = x;
               Console.WriteLine("x is {0} and y is {1}", x.value, y.value);
               y.value = 24;
               Console.WriteLine("x is {0} and y is {1}", x.value, y.value);

        }
   }
}
```

8.integer signed or unsigned variables

```
using System;
namespace P1
{
   class IntType
   {
        public static void Main()
        {
               sbyte sb = 33;
               short s =33 ;
               int i = 33;
               long l = 33L;

               byte b = 33;
               ushort us = 33;
               uint ui = 33U;
               ulong ul = 33UL;
               us = (ushort)ul;

               Console.WriteLine("{0} {1} {2} {3} {4} {5} {6} {7}",
sb,s,i,l,b,us,ui,ul);

        }
   }
}
```

9.floating variables

```
using System;
namespace P1
{
   public class Floatting
   {
        public static void Main()
        {
               float f = 0.123456789F;
               double d = 0.112233445566778899;
               decimal dec = 11223344.111222333444555666777888999M;
```

```
                f = (float)d;
                Console.WriteLine("f is {0} and d is {1} and dec is {2}", f, d, 
dec);
        }
    }
}
```

10.boolean Datatype

```
using System;
namespace P1
{
    public class Boolean
    {
        public static void Main()
        {
                bool status = true;
                Console.WriteLine(status);
        }
    }
}
```

11.charcter Datatype

```
using System;
namespace P1
{
    public class Char
    {
        public static void Main()
        {
                char c = 'a';
                Console.WriteLine(\a);
        }
    }
```

Output:

```
E:\SEM-6 .NET\VS>p1.exe

First Program
Scope of Variables.

1:
0 90

1 90

2:
0 1 2

3 2 1 Constants

100 is constant value
Another Constant: 109


Predefined Data Types


Value Types and Reference Types
vali is: 2 and valj is: 2

vali is: 2 and valj is: 90
x is: 3 and y is:3

x is: 234 and y is:234



Integer Types
33 33 33 33 33 33 33 33
```

```
Float and Double:
11.22334 and

11.2233445566779
Decimal:

111.222333444555666777888999


Boolean:
Status: True


Character:
Single Quote '

Double Quote "
Back Slash \

A

Now null:


Hi, I am an Object
-1735802816 System.String


34 System.Int3
2 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
```

```
Flo
w Control: (if)

i is 25

i is Non - zero
```

```
Type in a string:

Harsha

The string had at least 5 but less than 10

characters The string was Harsha
```

```
Switch:

integerA = 2

Good morning!
```

PRACTICAL-2

AIM: GTU PROGRAMS:

1.Write console based program in code behind language VB or C# to print following pattern.

```
@ @ @ @ @
@ @ @ @
@ @ @
@ @
@
```

```
using System;
namespace Pattern
{
        class PatternExample
        {
                public static void Main()
                {
                        int i,j=5;
                        for (; j > 0; j--)
                        {
                                for (i = j; i > 0; i--)
                                        Console.Write("@ ");
                                Console.WriteLine();
                        }
                }
        }
}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>Pattern1.exe

@@@@@

@@@@

@@@

@@
```

@

2.Write console based program in code behind language VB or C# to print following pattern.
1
1 2
1 2 3
1 2 3 4

```
using System;
namespace Pattern
{
	class patternExample
	{
		public static void Main()
		{
			int i, j;
			for (j = 1; j < 5; j++)
			{
				for (i = 1; i <= j; i++)
					Console.Write(i + " ");
				Console.WriteLine();
			}
		}
	}
}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>Pattern2.exe

1

12


123

1234
```

3. Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below:
Hello Ram from country India.

```
using System;
public class userdata
{
        public static void Main()
        {
                string name, country;
                Console.Write("Enter Your Name: ");
                name = Console.ReadLine();
                Console.Write("Enter Your Country: ");
                country = Console.ReadLine();
                Console.WriteLine("Hello " + name + " from country " +
        country);
        }
}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>Read.exe

Enter your name:

Harsha

Enter your City:

rajkot

Hello Harsha from city Rajkot
```

4.Create C# console application to define Car class and derive Maruti and Mahindra from it to demonstrate inheritance.

```
using System;
public class Car
{
        protected string name;
        public Car(string name)
```

```
	{
		this.name = name;
	}
	public Car()
	{
	}
	public virtual string Name
	{
		get
		{
			return name;
		}
		set
		{
			if(value.Length>3)
				name = value;
			else
				name="Unknown";
		}
	}
}
public class Maruti : Car
{
	public Maruti(string name) : base(name)
	{
	}
	public override string Name

	{
		get
		{
			return name;
		}

		set
		{
			if(value.Length>3)
				name = value + " -Maruti";
			else
				name="Unknown";
		}
	}
	public bool haveAGS;
}

public class Mahindra : Car
```

```
{
        public Mahindra(string name) : base(name)
        {
        }
        public Mahindra(){}
        public override string Name
        {
                get
                {
                        return name;
                }
                set
                {
                        if(value.Length>3)
                                name = value + " -Mahindra";
                        else
                                name="Unknown";
                }
        }
}
public class Program
{
        public static void Main()
        {
                Maruti car1 = new Maruti("Swift");
                car1.haveAGS = true;
                car1.Name = "Swift";
                Console.WriteLine("Details Car 1: {0} and
                {1}",car1.Name,car1.haveAGS==true?"Have AGS":"not Have
                AGS");
                Mahindra car2 = new Mahindra();
                car2.Name = "XUV500";
                Console.WriteLine("Car 2: {0}",car2.Name);
        }
}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>Inheritance.exe

This is maruti class


This is Mahindra class...
```

PRACTICAL-3

AIM:OVERLOADING

1.Write a c# program to add two integers, two vectors and two metric using method overloading.

```
using System;

usingSystem.Collections.Generic;

usingSystem.Linq;

usingSystem.Text;

usingSystem.Threading.Tasks;

namespace p3

{

        public class Add

        {

                public void add()

        {

                        int[,] m1 = new int[20, 20];

                        int[,] m2 = new int[20, 20];

                        int[,] m3 = new int[20, 20];
```

```
Console.WriteLine("enter size of array:");

int size = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter first array:");

for (inti = 0; i< size; i++)

{

        for (int j = 0; j < size; j++)

{

                m1[i, j] = Convert.ToInt32(Console.ReadLine())

        }

}

Console.WriteLine("enter second array:");

for (inti = 0; i< size; i++)

{

        for (int j = 0; j < size; j++)

{

                m2[i, j] = Convert.ToInt32(Console.ReadLine());
```

```
}

}

for (inti = 0; i< size; i++)

{

        for (int j = 0; j < size; j++)

 {

                m3[i, j] = m1[i, j] + m2[i, j];
 }

}


Console.WriteLine("addition array:");

for (inti = 0; i< size; i++)

{

        Console.Write("\n");

        for (int j = 0; j < size; j++)

{

                Console.Write("{0}\t", m3[i, j]);
```

```
                    }
                            Console.Write("\n");
                    }
   }
            publicint add(int a, int b)
   {
                    return (a + b);
    }
   }
   public class Vector
 {
            public void add()
            {
                    Console.WriteLine("enter first vector");
                    int x = Convert.ToInt32(Console.ReadLine());
                    int y = Convert.ToInt32(Console.ReadLine());
```

```
                int z = Convert.ToInt32(Console.ReadLine());

                Console.WriteLine("enter second vector");

                int x1 = Convert.ToInt32(Console.ReadLine());

                int y1 = Convert.ToInt32(Console.ReadLine());

                int z1 = Convert.ToInt32(Console.ReadLine());

                int x2 = x + x1;

                int y2 = y + y1;

                int z2 = z + z1;

                Console.WriteLine("<" + x2 + "," + y2 + "," + z2 + ">");



            }

        }

         class Program

         {

             static void Main(string[] args)

          {
```

```
                        Add a1 = new Add();

                        Vector v1 = new Vector();

                        v1.add();

                        a1.add();

                        int res=a1.add(1, 2);

                        Console.Write("method overloading for addtion{0}",res);
                        Console.ReadLine();

            }

        }

}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>P3.1.exe
Enter Number 1:

1
Enter Number 2:

2

Addition of Number:3


Enter Vector 1:
1

2
Enter Vector 2:
```

```
3

1
Addition of vector: x=4, y=3


Addition of two metrics:

Addition: 6
Addition: 8

Addition: 10

Addition: 12
```

2.Write a c# program that create student object. Overload constror to create new instant with following details.

1. Name

2. Name, Enrollment

3. Name, Enrollment, Branch

```
using System;

usingSystem.Collections.Generic;
usingSystem.Linq;

usingSystem.Text;

usingSystem.Threading.Tasks;

usingSystem.Reflection;

namespace p3a1

{

        class Program

        {

        publicint ID

        {

                get; set;

        }

        public string Name

        {

                get; set;

        }
```

```
 String name, branch;

  public Program(String name)

{

            this.name = name;

            Console.WriteLine("constructor 1:" + name);

}

  public Program(String name, intenrol)

  {

      this.name = name;

            this.enrol = enrol;

            Console.WriteLine("constructor 2:" + name + " " + enrol);

  }

  public Program(String name, intenrol, String branch)

 {

            this.name = name;

            this.enrol = enrol;
            this.branch = branch;

            Console.WriteLine("constructor 3:" + name + " " + enrol + " " +
        branch);

        }

         static void Main(string[] args)

        {

            Program p1 = new Program("bob");

            Program p2 = new Program("bob", 1);

            Program p3 = new Program("bob", 1, "computer");

            Console.ReadLine();

        }

    }

}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>P3.2.exe

First Constructor initiated..
Second Constructor initiated..

Third Constructor initiated..
```

PRACTICAL-4

AIM: REFLECTION

1.Create a c# program to find Methods, Properties and Constructors from class of running program.(Use Class from previous practical)

```
using System;

using System.Reflection;

namespace ReflectionExample

{

    class MainClass

    {

        static void Main()

        {

            Type T Type.GetType("ReflectionExample.Customer");

            MethodInfo[] methods = T.GetMethods();

            foreach (MethodInfo method in methods)

            {

                Console.WriteLine(method.ReturnType + " " + method.Name);
            }


            PropertyInfo[] properties =  T.GetProperties();


            Console.WriteLine("\nProperties");

            foreach (PropertyInfo property in properties)

            {

                Console.WriteLine(property.PropertyType+" "+ property.Name);

            }


            Console.WriteLine("\nConstructors");

            ConstructorInfo[] constructors = T.GetConstructors();

            foreach (ConstructorInfo constructor in constructors)

            {

                Console.WriteLine(constructor.ToString());

            }
```

```
        }
    }
    class Customer
    {
        public int ID { get; set; }
        public string Name { get; set; }
        public Customer(int ID, string Name)
        {
            this.ID = ID;
            this.Name = Name;
        }
        public Customer()
        {
            this.ID = -1;
            this.Name = string.Empty;
        }
        public void printID()

        {

            Console.WriteLine("ID is: {0}", this.ID);

        }

        public void printName()

        {

            Console.WriteLine("Name is: {0}", this.Name);

        }

    }

}
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>Reflection.exe

System.Int32 get_ID
System.Void set_ID

System.String get_Name
System.Void set_Name

System.Void printID

System.Void printName
System.String ToString
System.Boolean Equals

System.Int32 GetHashCode

System.Type GetType


Properties

System.Int32 ID
System.String Name


Constructors

Void .ctor(Int32, System.String)
Void .ctor()
```

PRACTICAL-5

AIM:FILE HANDING

1. Write a C# program to copy data from one file to another using StreamReader and StreamWriter class.

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;



namespace PRACTICAL_5

{

    class Program

    {

        static void Main(string[] args)

        {
            CopyFile cp = new CopyFile();

            String file1 = @"D:\DOTNET\PRACTICAL_5\file1.txt";

            String file2 = @"D:\DOTNET\PRACTICAL_5\file2.txt";

            cp.copyFile(file1, file2);

        }

    }

    public class CopyFile

    {

        public void copyFile(String file1, String file2)

        {

            using (StreamReader reader = new StreamReader(file1))

            {

                using (StreamWriter writer = new StreamWriter(file2))

                {

                    String line = null;

                    while ((line = reader.ReadLine()) != null)
                {

                    writer.WriteLine(line);



                }

            }

        }

    }

}
```

Output:

```
F1.txt: Hello World…

F2.txt: Hello World…
```

2. Write a C# Program to Read Lines from a File until the End of File is Reached.

```
using System;

using System.Collections.Generic;
using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;



namespace PRACTICAL_5

{

    class Readfile

    {

        static void Main()

        {

            StreamReader reader = new
StreamReader(@"D:\DOTNET\PRACTICAL_5\file1.txt");

            using (reader)

            {

                int lineNumber = 0;

                String line = reader.ReadLine();
                while (line != null)

                {

                    lineNumber++;

                    Console.WriteLine("Line {0}:{1}", lineNumber, line);

                    line = reader.ReadLine();

                }

                Console.ReadLine();

            }

        }

    }

}
```

Output:

```
F1.txt:

Hello World.....
hii


how

are you
```

```
???

F2.txt:
Hello World.....

hii

how

are you
???
```

3. Write a C# Program to List Files in a Directory.

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;


namespace PRACTICAL_5
```

```
{
    class Listdir
    {
        static void Main(string[] args)
        {
            string[] Directories = 
Directory.GetDirectories(@"D:\DOTNET\PRACTICAL_5");
            Console.WriteLine("All the Directories are:");
            foreach (string dir in Directories)
            {
                //Console.WriteLine("All the Directories are:");
                Console.WriteLine(dir);
            }
            string[] files = Directory.GetFiles(@"D:\DOTNET\PRACTICAL_5");
            Console.WriteLine("All the Files are:");
            foreach (string file in files)
            {
                // Console.WriteLine("All the Files are:");

                Console.WriteLine(file);

            }

            Console.ReadLine();

        }

    }
```

Output:

```
E:\SEM-6 .NET\VS\p2\p2>P4.3.exe


E:\SEM-6 .NET\VS\P1-master
E:\SEM-6 .NET\VS\p2

E:\SEM-6 .NET\VS\Assignment.docx
E:\SEM-6 .NET\VS\C# word.txt

E:\SEM-6 .NET\VS\Doc1.docx
E:\SEM-6 .NET\VS\P1-master.zip

E:\SEM-6 .NET\VS\p1.cs

E:\SEM-6 .NET\VS\p1.exe
E:\SEM-6 .NET\VS\VS.docx

E:\SEM-6 .NET\VS\~$VS.docx
```

PRACTICAL-6

AIM:WINDOWS FORM APPLICATION

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

Form.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;

using System.IO;


namespace StudentForm
{

    public partial class Form1 : Form

    {
```

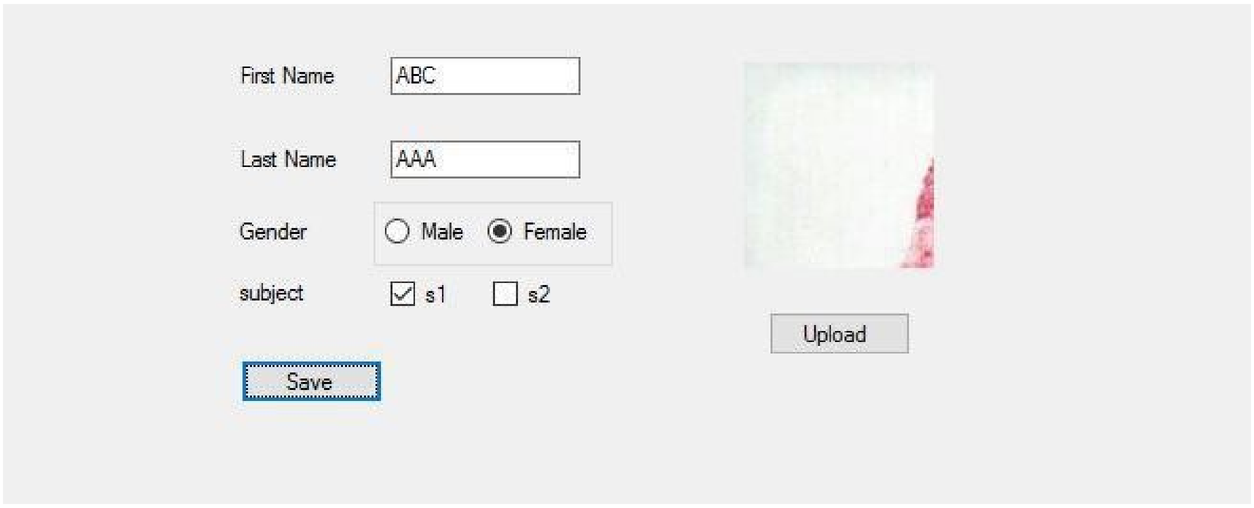
```
string imgPath;

public Form1()
{

    InitializeComponent();
}



private void btnsave_Click(object sender, EventArgs e)

{
    string gen = null;

    string subject = null;
    if (genMale.Checked == true) {

        gen = "m";

    }
    if (genFemale.Checked == true) {
        gen = "f";
    }

    if (ck1.Checked == true) {
        subject = subject + " s1";

    }

    if (ck2.Checked == true) {
        subject = subject + " s2";

    }
```

```
            string source = @"Data Source=Akash-
            Patel\SQLExpress;Initial Catalog=DemoDb;Integrated
            Security=True;Pooling=False";



           string insert = "insert into tblstudent
           (fname,lname,gender,subject,imgStudent) values ('" +
           txtfname.Text + "','" + txtlname.Text + "','" + gen + "','" +
           subject + "','" + (imgPath

=   null ? "" : imgPath) + "')";
    //MessageBox.Show(insert);

           //string insert = "insert into tblstudent(fname) values
           ('jhgjh')"; SqlConnection conn = new SqlConnection(source);


           SqlCommand cmd = new
           SqlCommand(insert,conn); conn.Open();

           int i = cmd.ExecuteNonQuery();

           conn.Close();

           Console.WriteLine("Success....");

       }

       private void Form1_Load(object sender, EventArgs e)

       {

       }

       private void btnimg_Click(object sender, EventArgs e)

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

            if (openFileDialog1.ShowDialog() == DialogResult.OK)
            {

                imgPath =       openFileDialog1.SafeFileName;

                pictureBox.Image =
                Image.FromFile(openFileDialog1.FileName);
                //MessageBox.Show(imgPath);

            }
        }



    }

}
```

Program.cs:

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Windows.Forms;

namespace StudentForm

{

       static void Main()

        {
            Application.EnableVisualStyles();

            Application.SetCompatibleTextRenderingDefault
            (false);

            Application.Run(new Form1());
            }

        }

}
```

Output:



First Name	ABC
Last Name	AAA
Gender	Male [✓ Female]
subject	[✓ s1] s2

PRACTICAL-7

AIM: ASP.NET VALIDATION CONTROL

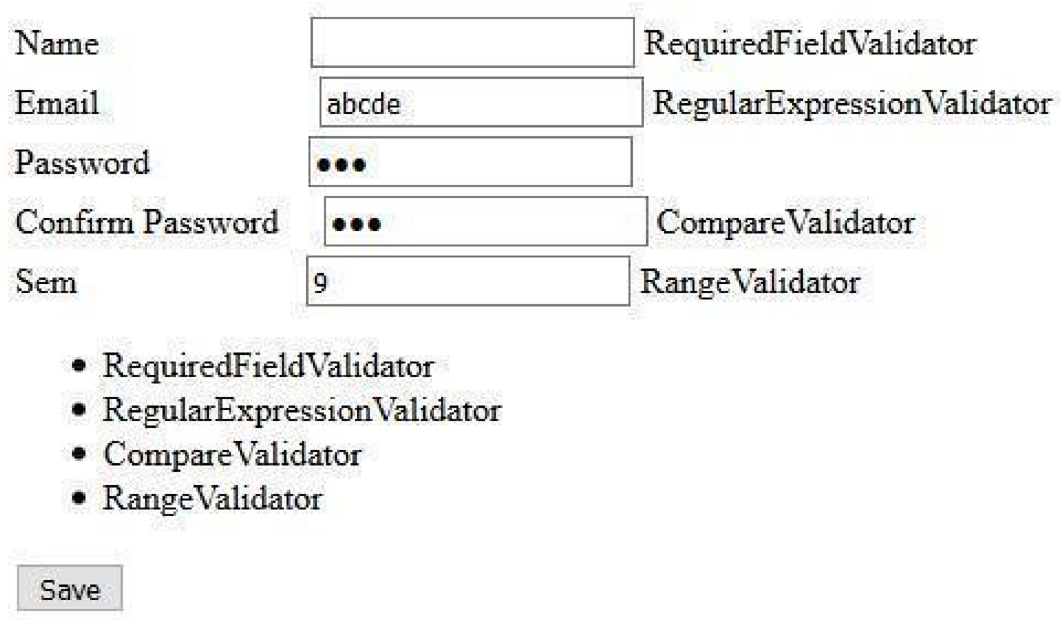
- **RequiredFieldValidator**
- **CompareValidator**
- **RegularExpressionValidator**
- **CustomValidator**
- **RangeValidator**
- **ValidationSummary**

```
<%@ Page Language="C#" AutoEventWireup="true"
CodeBehind="Validation.aspx.cs" Inherits="PRACTICAL7.Validation" %>



<!DOCTYPE html>



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

<head runat="server">

    <title></title>

</head>

<body>

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

```
        <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"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>

        <br />

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

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

        <asp:RequiredFieldValidator ID="RequiredFieldValidator2"
runat="server" ControlToValidate="txtpwd"
ErrorMessage="RequiredFieldValidator"></asp:RequiredFieldValidator>

        <br />

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

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

        <asp:CompareValidator ID="CompareValidator1" runat="server"
ControlToCompare="txtpwd" ControlToValidate="txtcpwd"
ErrorMessage="CompareValidator"></asp:CompareValidator>
```

```
        <br />

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

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

        <%--<asp:RegularExpressionValidator
ID="RegularExpressionValidator1" runat="server"
ControlToValidate="txtemail" ErrorMessage="RegularExpressionValidator"
ValidationExpression=="\w+([-+.']\w+)*@\w+([-.]\w+)*\.\w+
([-.]\w+)*"></asp:RegularExpressionValidator>--%>

        <br />

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

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

        <asp:RangeValidator ID="RangeValidator1" runat="server"
ControlToValidate="txtage" ErrorMessage="RangeValidator"
MaximumValue="30" MinimumValue="15"></asp:RangeValidator>

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

        <br />

    </form>

</body>

</html>
```

Output:



Name		RequiredFieldValidator
Email	abcde	RegularExpressionValidator
Password	●●●	
Confirm Password	●●●	CompareValidator
Sem	9	RangeValidator

- RequiredFieldValidator
- RegularExpressionValidator
- CompareValidator
- RangeValidator

PRACTICAL-8

AIM:INTRODUCTION TO MASTER PAGES

admin.master

```
<%@ Master Language="C#" AutoEventWireup="true"
CodeBehind="admin.master.cs" Inherits="masternew.admin" %>
<!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>
            <tr>
                <td colspan="2">
                    Header<asp:Label ID="Label1" runat="server"
Text="Label"></asp:Label>
&nbsp;</td>
            </tr>
            <tr>
                <td>
                    menu
                </td>
                <td>
                    <asp:ContentPlaceHolder ID="ContentPlaceHolder1"
runat="server">
                        <asp:TextBox ID="txtname" runat="server"></asp:TextBox>
                        <asp:Button ID="btnsave" runat="server"
onclick="Btnsave_Click" Text="Button" />
                    </asp:ContentPlaceHolder>
                </td>
                <td>
                    <asp:ContentPlaceHolder ID="ContentPlaceHolder2"
runat="server">

                    </asp:ContentPlaceHolder>
                </td>
            </tr>
            <tr>
                <td>
                    footer
                </td>
            </tr>
        </table>
    </div>
    </form>
</body>
</html>
```

admin.Master.cs

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

namespace masternew
{
    public partial class admin : System.Web.UI.MasterPage
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }
        public Button Btnsave
        {
            get { return btnsave; }
        }
        public TextBox Txtname
        {
            get { return txtname; }
        }


    }
}
```

WebForm1.aspx

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

<asp:Content ID="Content1" ContentPlaceHolderID="head"
runat="server">
</asp:Content>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
    enter name:
    <asp:TextBox ID="TextBox1" runat="server"></asp:TextBox>
    <asp:Button ID="Button1" runat="server" Text="Button" />
</asp:Content>
<asp:Content ID="Content3" runat="server"
ContentPlaceHolderID="ContentPlaceHolder2">
    enter name:
    <asp:TextBox ID="TextBox2" runat="server"></asp:TextBox>
    <asp:Button ID="Button2" runat="server" Text="Button" />
</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 masternew
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

    }
}
```

WebForm2.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/admin.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="masternew.WebForm2" %>
<asp:Content ID="Content1" ContentPlaceHolderID="head"
runat="server">
</asp:Content>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
    <asp:TextBox ID="txtname" runat="server"></asp:TextBox>
    <asp:Button ID="btnsave" runat="server" Text="Button" />

</asp:Content>
<asp:Content ID="Content3" ContentPlaceHolderID="ContentPlaceHolder2"
runat="server">
    <asp:GridView ID="GridView2" 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 masternew
{
    public partial class WebForm2 : System.Web.UI.Page
    {
        protected void Page_Init(object sender, EventArgs e)
        {
            ((admin)Master).Btnsave.Click += new EventHandler(Btnsave_Click);
        }
        protected void Page_Load(object sender, EventArgs e)
        {

        }
        void GetData()
        {
            string source =@"Data Source=mycomputer\sqlexpress;Initial
Catalog=DBstudent;Integrated Security=True;Pooling=False";
            string select="select *from tblStudent where fname like''%"+
((admin)Master).Txtname.Text+"%";
            SqlConnection con = new SqlConnection(source);
            SqlCommand cmd = new SqlCommand(select, con);
            con.Open();
            SqlDataReader reader = cmd.ExecuteReader();
            GridView2.DataSource = reader;
            GridView2.DataBind();
            con.Close();

        }

        protected void Btnsave_Click(object sender, EventArgs e)
        {
            GetData();
        }
    }
```