



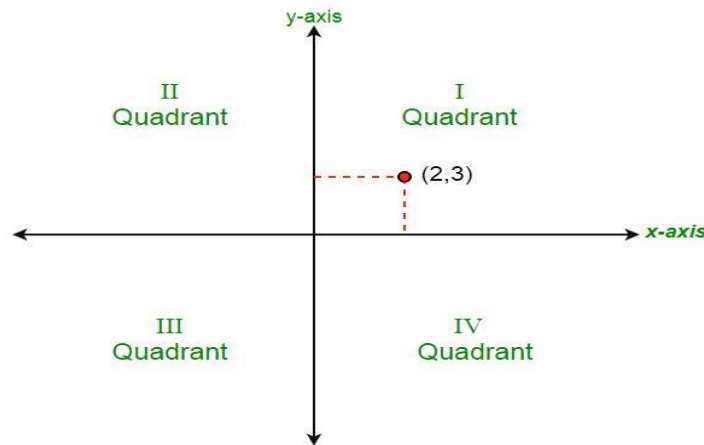
Department of BCA

3rd SEM – C# and Dot net Framework Lab Manual

SL.NO.	Title of the Program
1	Program to determine the quadrant of the Cartesian plane using if-else ladder
2	Program to Check whether the alphabet is a Vowel or not using Switch Case in C#
3	To develop a c# application to print the students list using classes and objects
4	To Develop a console application to implement binary operator overloading concept in C#
5	Program to Demonstrate multithreaded programming in c#.net
6	Using Try, Catch and Finally blocks write a C# program to demonstrate error handling
7	To develop a c# console application to implement delegates concept
8	Develop Student Information System in C#.NET that demonstrates the windows Controls.
9	To Design a notepad application to implement menus, custom dialog box and MDI Concepts.
10	Develop a Windows application with database for Student Information System [Insert, Update and Delete Commands].

Lab-1:**Program to determine the quadrant of the Cartesian plane using if-else ladder****Explanation:**

Given co-ordinates (x, y), determine the quadrant of the Cartesian plane.



There are 9 conditions that needs to be checked to determine where does the points lies –

If in first quadrant then, $x > 0$ and $y > 0$

If in second quadrant then, $x < 0$ and $y > 0$

If in third quadrant then, $x < 0$ and $y < 0$

If in fourth quadrant then, $x > 0$ and $y < 0$

If in positive x-axis then, $y = 0$ and $x > 0$

If in negative x-axis then, $y = 0$ and $x < 0$

If in positive y-axis then, $x = 0$ and $y > 0$

If in negative y-axis then, $x = 0$ and $y < 0$

If at origin then, $x = 0$ and $y = 0$

Code:

```
using System;
```

```
class Demo {
```

```
    // Function to check quadrant
```

```
    static void quadrant(int x, int y)
```

```
    {
```

```
        if (x > 0 && y > 0)
```

```
            Console.WriteLine("lies in First quadrant");
```

```
        else if (x < 0 && y > 0)
```

```
            Console.WriteLine("lies in Second quadrant");
```

```
        else if (x < 0 && y < 0)
```

```
            Console.WriteLine("lies in Third quadrant");
```

```
        else if (x > 0 && y < 0)
```

```
            Console.WriteLine("lies in Fourth quadrant");
```

```
        else if (x == 0 && y > 0)
```

```
            Console.WriteLine("lies at positive y axis");
```

```
        else if (x == 0 && y < 0)
```

```
            Console.WriteLine("lies at negative y axis");
```

```
        else if (y == 0 && x < 0)
```

```
            Console.WriteLine("lies at negative x axis");
```

```
        else if (y == 0 && x > 0)
            Console.WriteLine("lies at positive x axis");

        else
            Console.WriteLine("lies at origin");
    }

    public static void Main()
    {
        int x = 1, y = 1;

        // Function Calling
        quadrant(x, y);
    }
}
```

Output:

Enter two numbers:

8

-9

Points are in fourth quadrant

Lab-2:**Check whether the alphabet is a Vowel or not using Switch Case in C#**

using System;

class Demo

```
{  
  
    static void Main(string[] args)  
  
    {  
  
        char ch;  
  
        Console.WriteLine("Enter the Charachter ");  
  
        ch = char.Parse(Console.ReadLine());  
  
        Console.WriteLine("Checking Charachter.....");  
  
        switch (ch)  
        {  
  
            case 'a':  
  
            case 'A':  
  
            case 'E':  
  
            case 'e':  
  
            case 'I':  
  
            case 'i':  
  
            case 'o':  
  
            case 'O':  
  
            case 'u':  
  
            case 'U':  
  
                Console.WriteLine("{0} is a vowel", ch);  
  
                break;
```

```
        default: Console.WriteLine("{0} is not a vowel", ch);

        break;

    }

    Console.ReadKey();

}

}
```

Output:

Enter a character:

u

u is a vowel

Enter a character:

A

A is a vowel

Enter a character:

j

j is not a vowel

Lab-3:

To develop a c# application to print the students list using classes and objects

```
using System;

public class Student
```

```
{
    public int id;
    public String name;
    public void insert(int i, String n)
    {
        id = i;
        name = n;
    }
    public void display()
    {
        Console.WriteLine(id + " " + name);
    }
}

class Test{
    public static void Main(string[] args)
    {
        Student s1 = new Student();
        Student s2 = new Student();
        s1.insert(101, "Virat");
        s2.insert(102, "Max");
        s1.display();
        s2.display();
    }
}
```

Output:

101 Virat

102 Max

Lab-4:

To develop a console application to implement binary operator overloading concept in C#

```
using System;
class Complex
{
    private int x;
    private int y;
    public Complex()
    }
    public Complex(int i, int j)
    {
        x = i;
        y = j;
    }
    public void ShowXY()
    {
        Console.WriteLine("{0} {1}", x, y);
    }
    public static Complex operator +(Complex c1, Complex c2)
    {
        Complex temp = new Complex();
        temp.x = c1.x + c2.x;
        temp.y = c1.y + c2.y;
        return temp;
    }
    public static Complex operator -(Complex c1, Complex c2)
    {
        Complex temp = new Complex();
```



```
        temp.x = c1.x - c2.x;
        temp.y = c1.y - c2.y;
        return temp;
    }

}

class MyClient
{
    public static void Main()
    {
        Complex c1 = new Complex(10, 20);
        c1.ShowXY(); // displays 10 & 20
        Complex c2 = new Complex(20, 30);
        c2.ShowXY(); // displays 20 & 30
        Complex c3 = new Complex();
        c3 = c1 + c2;
        c3.ShowXY(); // displays 30 & 50
        Complex c4 = new Complex();
        c4 = c1 - c2;
        c4.ShowXY();
    }
}
```

Output:

```
10+i20
20+i30
30+i50
-10+i -10
```

Lab-5:**Demonstrate multithreaded programming in c#.net**

```
using System;
using System.Threading;
class Program
{
    public static void Main()
    {
        Thread ThreadObject1 = new Thread(Example1); //Creating the Thread
        Thread ThreadObject2 = new Thread(Example2);
        ThreadObject1.Start(); //Starting the Thread
        ThreadObject2.Start();
    }
    static void Example1()
    {
        Console.WriteLine("Thread1 Started");
        for (int i = 0; i <= 5; i++)
        {
            Console.WriteLine("Thread1 Executing");
            Thread.Sleep(5000); //Sleep is used to pause a thread and 5000 is
            MilliSeconds that means 5 Seconds
        }
    }
    static void Example2()
    {
        Console.WriteLine("Thread2 Started");
        for (int i = 0; i <= 5; i++)
        {
            Console.WriteLine("Thread2 Executing");
```

```
        Thread.Sleep(5000);  
    }  
}  
}
```

Output:

```
Thread 1 started  
Thread 1 is Executing  
Thread 2 started  
Thread 2 is Executing  
Thread 2 is Executing  
Thread 1 is Executing  
Thread 2 is Executing  
Thread 1 is Executing  
Thread 2 is Executing  
Thread 1 is Executing  
Thread 2 is Executing  
Thread 1 is Executing
```

Lab-6:

Using Try, Catch and Finally blocks write a C# program to demonstrate error handling

```
using System;  
  
public class Program  
{  
    public static void Main()  
    {  
  
        Console.WriteLine("Enter first number:");  
        int Number1 = int.Parse(Console.ReadLine());  

```

```
Console.WriteLine("Enter second number:");
int Number2 = int.Parse(Console.ReadLine());

try
{
    // code that may raise an exception
    int Result = Number1 / Number2;
    Console.WriteLine("Division of two numbers is: " + Result);
}

// this catch block gets executed only when an exception is raised
catch (Exception e)
{
    Console.WriteLine("An exception occurred: " + e.Message);
}

finally
{
    // this code is always executed whether of exception occurred or not
    Console.WriteLine("Sum of two numbers is: " + (firstNumber +
secondNumber));
}
}
```

Output:

Enter first number:

100

Enter Second number:

20

Division of two number is:5

Sum of 2 numbers is 120

Enter first number:

100

enter Second number:

0

An exception is Occured Attempted to divide by zero.

sum of 2 number is 100

Lab-7:

To develop a c# console application to implement delegates concept

```
using System;
```

```
namespace DelegateDemo
```

```
{
```

```
    //defining delegate
```

```
    public delegate void AddDelegate(int x, int y);
```

```
    public delegate string SayDelegate(string Name);
```

```
    class Program
```

```
    {
```

```
        public void AddNums(int a,int b)
```

```
        {
```

```
            Console.WriteLine(a+b);
```

```
        }
```

```
        public static string SayHello(string Name)
```

```
        {
```

```
            return "hello" +Name;
```

```
        }
```

```
static void Main(string[] args)
{
    Program p=new Program();
    //instatiating the delegate
    AddDelegate ad=new AddDelegate(p.AddNums);
    //call the method through delegate
    ad(100,50);
    SayDelegate sd=new SayDelegate(Program.SayHello);
    string str=sd("Dev");
    Console.WriteLine(str);
}
}
}
```

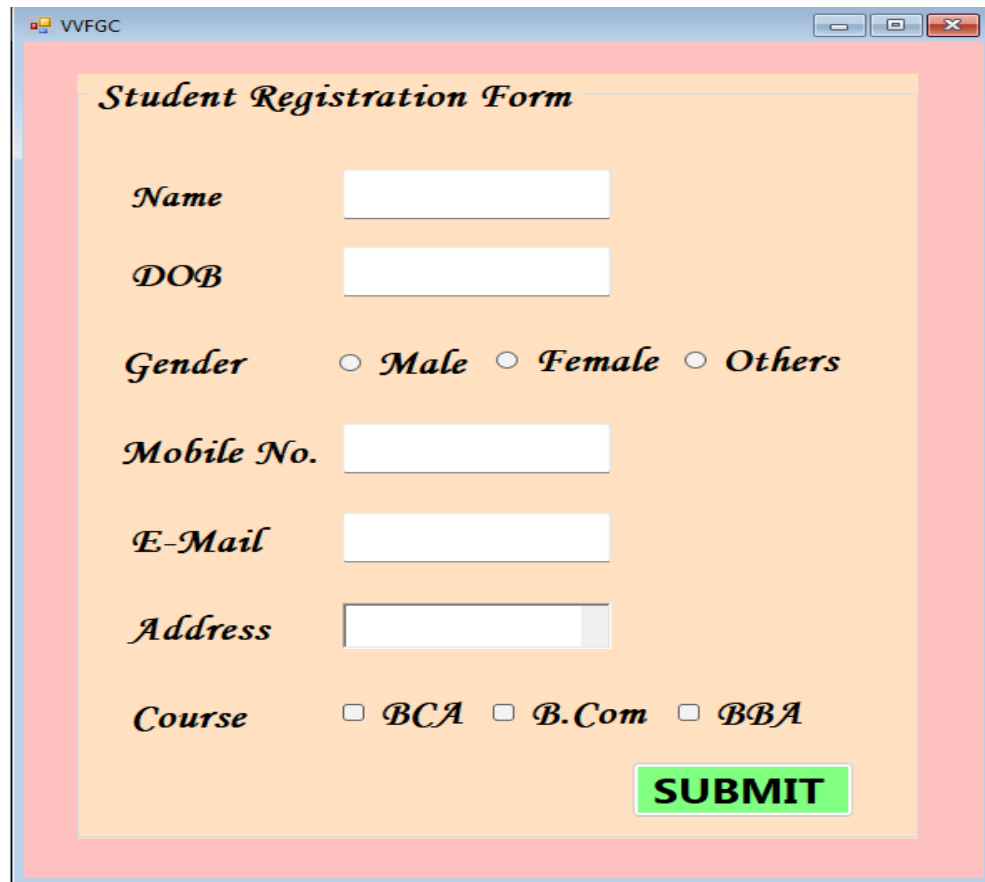
Output:

300

Hello Dev

Lab-8:

Develop Student Information System in C#.NET that demonstrates the windows Controls.



The screenshot shows a Windows Form titled "VVFGC" with a "Student Registration Form" inside. The form has a pink border and a light orange background. It contains the following controls:

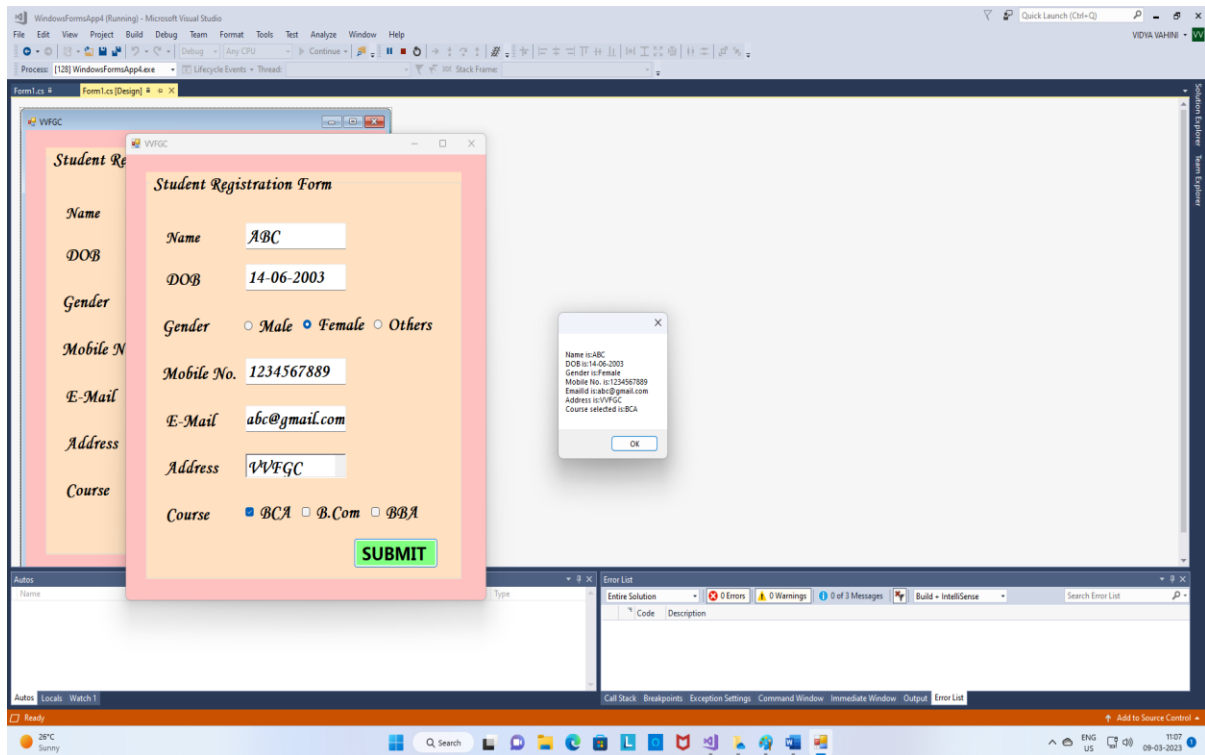
- Name**: A text box.
- DOB**: A text box.
- Gender**: Three radio buttons labeled "Male", "Female", and "Others".
- Mobile No.**: A text box.
- E-Mail**: A text box.
- Address**: A text box.
- Course**: Three checkboxes labeled "BCA", "B.Com", and "BBA".
- SUBMIT**: A green button with black text.

- **Step 1:** Open new Project go to Visual Studio => New=> Project=> select C#.net
=> Windows Form Application => form window will be opened.
- **Step 2:** We need Label, Textbox, Rich Textbox, Button, Check box , Radio button and Group box Controls to design the form.
- **Step 3:** After Drag and Drop all these form looks like this.
- **Step 4:** We need 7 labels controls and renamed as Name, DOB, Gender, Mobile Number, E-Mail, Address and Course.
- **Step 5:** We need 4 Text boxes and 1 Rich Text box for Address.
- **Step 6:** We need 3 Radio buttons like Named as Male, Female and Others.
- **Step 7:** We need 3 Check boxes named as BC, BCom and BBA.
- **Step 8:** We need 1 button Control named as Submit.
- **Step 9:** Now We Enter all values of labels for that needs to be write coding part

When Double click on the Submit button control.

```
Private void button1_Click(object sender, EventArgs e)
{
    String name, dob, gender, email, address, courses;
    long mobile;
    name = textBox1.Text;
    dob = textBox2.Text;
    email = textBox4.Text;
    address = richTextBox1.Text;
    mobile = long.Parse(textBox3.Text);
    if (radioButton1.Checked == true)
        gender = radioButton1.Text;
    else if (radioButton2.Checked == true)
        gender = radioButton2.Text;
    else
        gender = radioButton3.Text;
    if (checkBox1.Checked == true)
        courses += checkBox1.Text;
    if (checkBox2.Checked == true)
        courses += checkBox2.Text;
    if (checkBox3.Checked == true)
        courses += checkBox3.Text;
    MessageBox.Show("Name is:" + name + "\n DOB is:" + dob + "\n Gender
is:" + gender + "\n Mobile No. is:" + mobile + "\n EmailId is:" + email + "\n
Address is:" + address + "\n Course selected is:" + courses);
}
```

- **Step 10:** Run the Project by using Start Button.
- **Step 11:** We can get output like this.

Output:**Lab-9:**

To Design a notepad application to implement menus, custom dialog box and MDI Concepts.

Procedure to Create a MDI Form:

Step 1: First we need to create 4 or more forms in the same project.

Step 2: For that we need to go to the current project => right click on that => then we need to select ADD option => in that we select Add items => select windows forms=> click okbutton.

Step 3: In this way we can create number of forms in the same project.

Step 4: Now we have many forms in that one Project and any one form must be parent form.

Step 5: For example we have 4 forms like Form1, Form2, Form3 and Form and Rename all the forms as Form1 as Notepad, Form2 as NewFile, Form3 as Open and

Form4 as Save.

Step 6: I would like to take Form1 (Notepad) as parent form for this

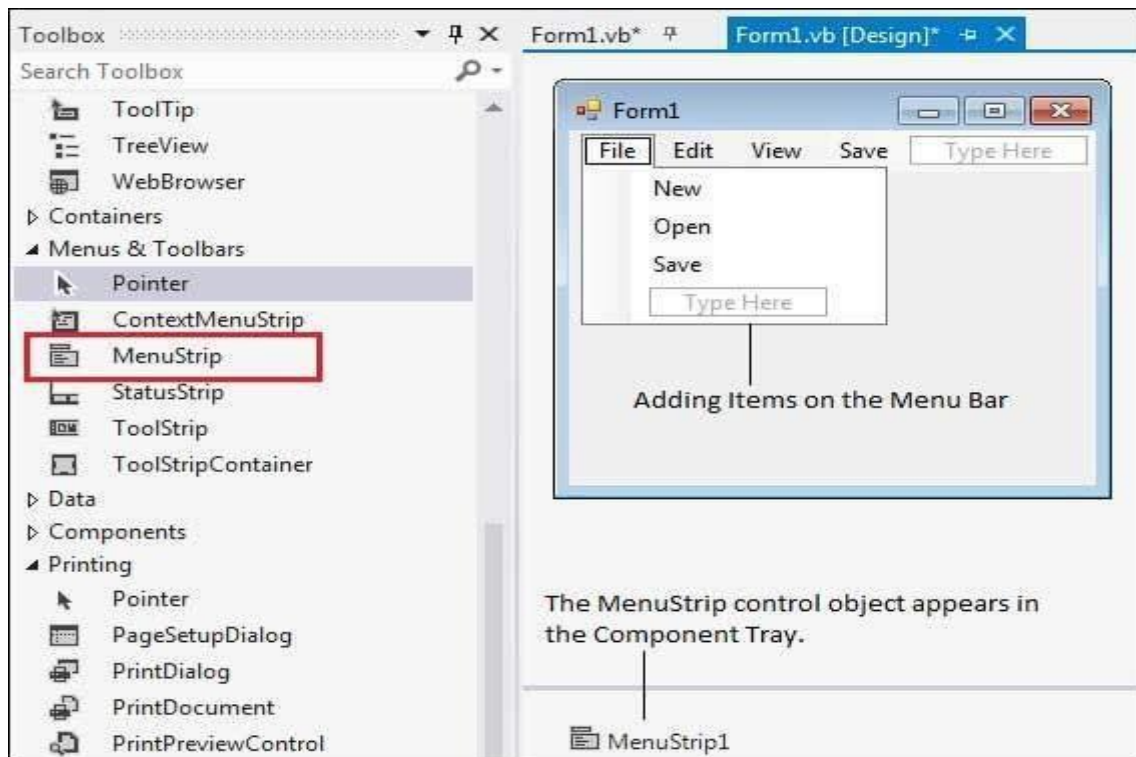
First select Form1 => then go to the properties windows => in that select **“is MdiContainer”**.

By default each form property is **false** but now it will becomes to **“true”**.

Step 7: Then it (Form1/ Notepad) is a parent form in my project.

Step 8: Again we create 4 menus in Form1 (Notepad).

Step 9: For that we need to take 4 **“menu strip”** tools from toolbox and drop it on Form1 Rename like 1st Menu as **“File”**, 2nd Menu as **“Edit”**, 3rd Menu as **View** and 4th Menu as **“Format”**.



Step 10: Then we created a 4 menus in Form1.

Step 11: Now select Form2 / NewFile in **menu** and double click on that , then it will open code window Form2 code will be:

```
NewFile F2=new NewFile();
```

```
F2. MdiParent = this;  
F2.Show()
```

Step 12: Now select Form3 / Open in **menu** and double click on that, then it will open code will be:

```
Open F3=new Open();  
F3. MdiParent = this;  
F3.Show()
```

Step 13: Now select Form4 / Save in **menu** and double click on that, then it will open code will be:

```
Save F4=new Save();  
F4. MdiParent = this;  
F4.Show()
```

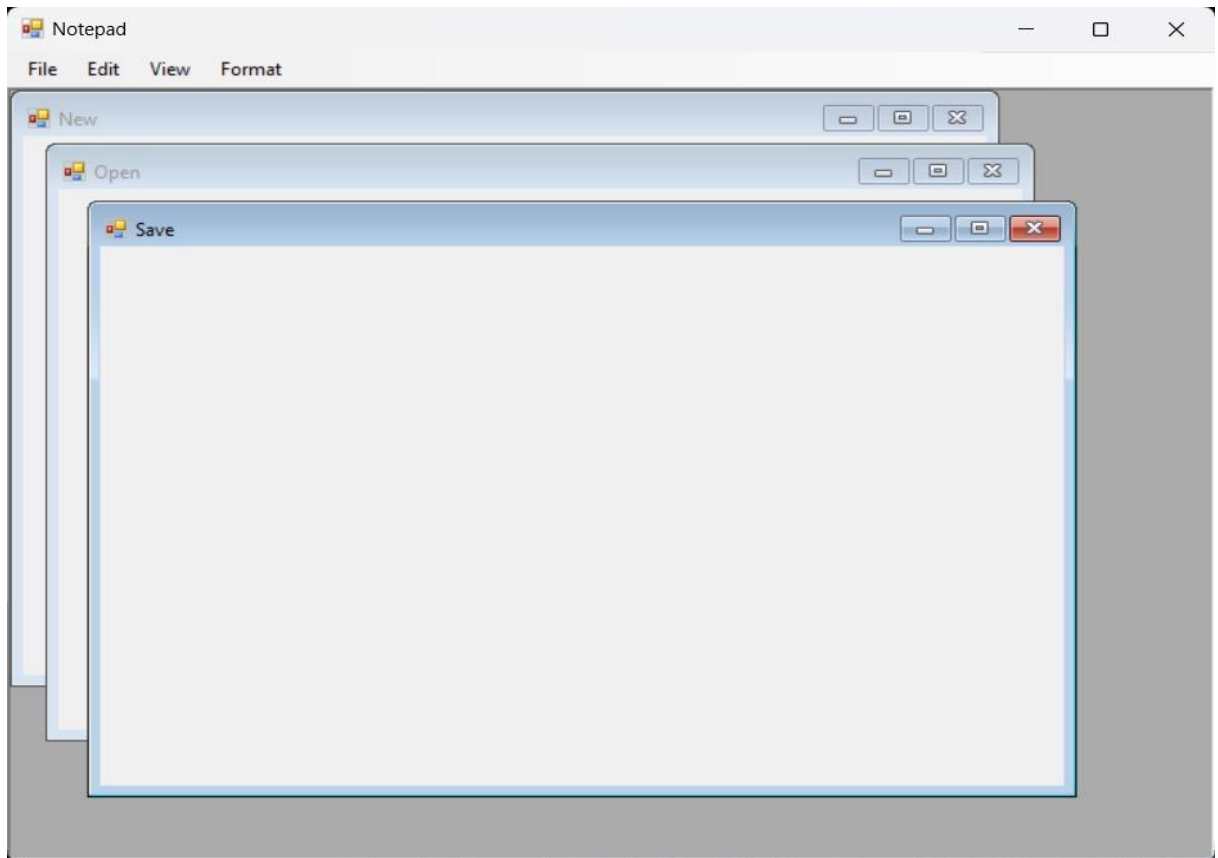
Step 14: Then code is ready.

Step 15: Run the code by using “start” button in the menu bar.

Step 16: It will open Form1/ Notepad window in that 4 menus will be framed Out of all those 4 menus in 1st menu that is “New File”, “Open File”, “Save”.

Step 17: This is the way we can create multiple instances of single form.

Output:



Lab-10:

Develop a Windows application with database for Student Information System [Insert, Update and Delete Commands].

Step 1: First User Should Create a data base for that

Go to **“Solution Explorer”** widow => right click on **the project name** => click on **“Add”** option => Select **“add new item”** => select **“service Based database”** => click on **“Add”**.

Now data base will be added to our project.

Step 2: If we wants to rename database => right click on the project => using rename option we canrename the database.

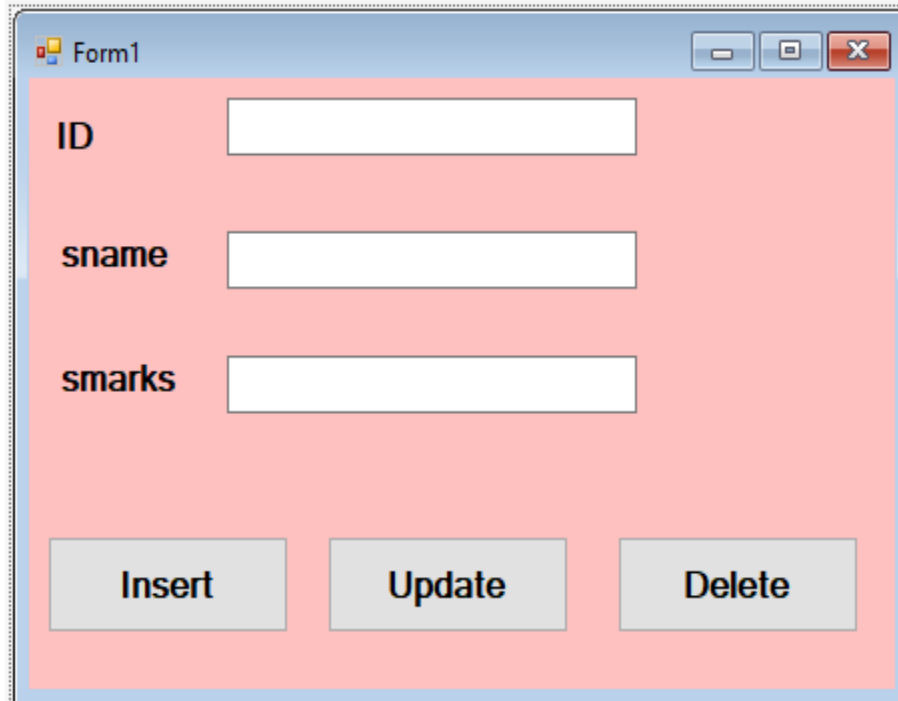
Step 3: now we need to create a table in the database. For this => double click on the data base => will open “**server explorer**” window => select “**table**” option => right click on this => select “**add new table**” => new table will be added to the database.

Step 4: If we want to change the table name then we can change as “**dbo.Student**” and will add somecolumns into that table like “**ID, SName and Smarks** etc.”

Step 5: After entering these details in to table then we need to Update the table by using “**update**” => then click on “**update database**”.

Step 6: We need to design the Front end application like C#.net or VB.net etc.

Step 7: we need to create one form with 3 labels, 3 textboxes and 3 button controls for entering data.

The image shows a screenshot of a Windows application window titled "Form1". The window has a standard Windows title bar with minimize, maximize, and close buttons. The main area of the form has a light pink background. It contains three labels: "ID", "sname", and "smarks", arranged vertically on the left side. To the right of each label is a white text box. At the bottom of the form, there are three buttons: "Insert", "Update", and "Delete", arranged horizontally. The buttons have a light gray background and black text.

Step 8: We need to create / Establish Connection between Front end Form and Back end Database for that write the coding part.

Step 9: Double click on the form and write the coding

```
Imports System.Data.SqlClient
Public Class Form1
    Dim cn As SqlConnection
    Dim cmd As SqlCommand
    Private Sub Form1_Load(sender As Object, e As EventArgs) Handle MyBase.Load
        cn = New SqlConnection("Connection String from properties ")
        cn.Open()

        MsgBox("connected successfully")

        cn.Close()
    End Sub
```

Step 10: Run the Project then it display “**Connected successfully**”.

Step 11: Now we insert tuples or rows in to the table.

Step 12: For inserting data in to the Table through VB.NET Coding

Double click on the **Insert button** and write the coding

```
Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
    cn.Open()
    cmd = cn.CreateCommand()
    cmd.CommandType = CommandType.Text
    cmd.CommandText = "insert into Student values(" & TextBox1.Text & " , ' " &
        TextBox2.Text & " ' , " & TextBox3.Text & ")"
    cmd.ExecuteNonQuery()
    MsgBox("record inserted successfully")
    cn.Close()
End Sub
```

Step 13: Run the Project then it display “**Connected Successfully**” and insert some rows in table.

Step 14: Run the query as **select * from Student;**

Step 14: Now we Update tuple or rows in table.

Step 15: For Updating Existing data in the Table through VB.NET Coding

Double click on the **Update button** and write the coding

Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click

 cn.Open()

 cmd = cn.CreateCommand()

 cmd.CommandType = CommandType.Text

 cmd.CommandText = "update Student set sname=' " & TextBox2.Text
 & " ', smarks=" & TextBox3.Text & " where id=" & TextBox1.Text &
 ""

 cmd.ExecuteNonQuery()

 MsgBox("record updated successfully")

 cn.Close()

End Sub

Step 16: Run the Project then it display “Connected Successfully” and update rows.

Step 17: Now we delete data from table

Step 18: For deleting data from the Table through VB.NET Coding

Double click on the **Delete button** and write the coding

Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click

 cn.Open()

 cmd =cn.CreateCommand()

 cmd.CommandType =CommandType.Text

 cmd.CommandText = "delete from Student where id= " & TextBox1.Text
 & " "

```
cmd.ExecuteNonQuery()  
MsgBox("record deleted successfully")  
cn.Close()  
End Sub
```
