Project: Image Application

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Future improvements: Make it a windows form, be able to view current images on the database, delete images from the database.

Known bugs: none

File location: \\192.168.1.192\d$\Tim's Projects\Image Application

Database Location:

Server Name: WAREHOUSESTRG

Server IP: 192.168.1.192

Table: Advertisement\_Images

Overview: A simple web page to upload images onto the Bodek and Rhoades database

Use: upon page load, hit the browse button and select a .BMP file (**you can only upload .BMP files**). Hit the upload button and if successfully uploaded the upload status with say successfully uploaded and have green text.

Details:

This is a very simple webpage to upload images into the Advertisement\_Images table on the WarehouseStrg Database. When you start up the webpage you will see a few things.

A textbox with a browse button (called fileupload1), an upload button (UploadButton), and a label that says upload status (lblMessage). Uing the program is very easy. First you select the browse button. This will bring up windows file explorer. Next you will want to locate and select the file. Only select one file at a time, trying to upload multiple files at once will cause the program to not run properly. After the life is selected you hit the upload button and it will but the image in the database.

The upload button is where all the heavy lifting is for this program. First thing it will do is declare and set the following strings:

|  |  |
| --- | --- |
| String name | What it holds |
| filePath | The complete path of the selected file |
| Filename | The name of the file |
| Ext | The file extention |
| contenttype | What the file is( Image/bmp) |

Next the program will check the extension and see if the file selected is a .bmp file, if it is not it will throw a error message to lblmessage and not do anything else, otherwise the program will continue. The program will take the content of the file and put it in a stream called fs, and then convert that stream into binary and insert the binary into a Byte array called bytes. After it will construct the SqlCommand cmd and insert the fine name into @Name, the contenttype into @ContentType and the bytes into @Data. It then passes cmd to the function InsertUpdataData.

|  |  |
| --- | --- |
| Function Name | InsertUpdateData |
| Function Type | Private Boolean |
| Parameters | SqlCommand cmd: the insert command constructed in main |
| Purpose | Connects to the database and executes the passed sql command |
| Returns | True if connection opened and command successfully executed, false for any other reason. |

InsertUpdateData does two things, first is it tries to connect to the warehouseSTRG database, after it connects it will execute the passed SQL command, in this case will be a insert command to put the image (now in binary) into the table Advertisement\_Images. After it successfully inputs the data it will close and dispose of the connection and exit out of InsertUpdataData. The last thing the program will do is it will change lblMessage’s text to green and it will print “File Uploaded Successfully”.