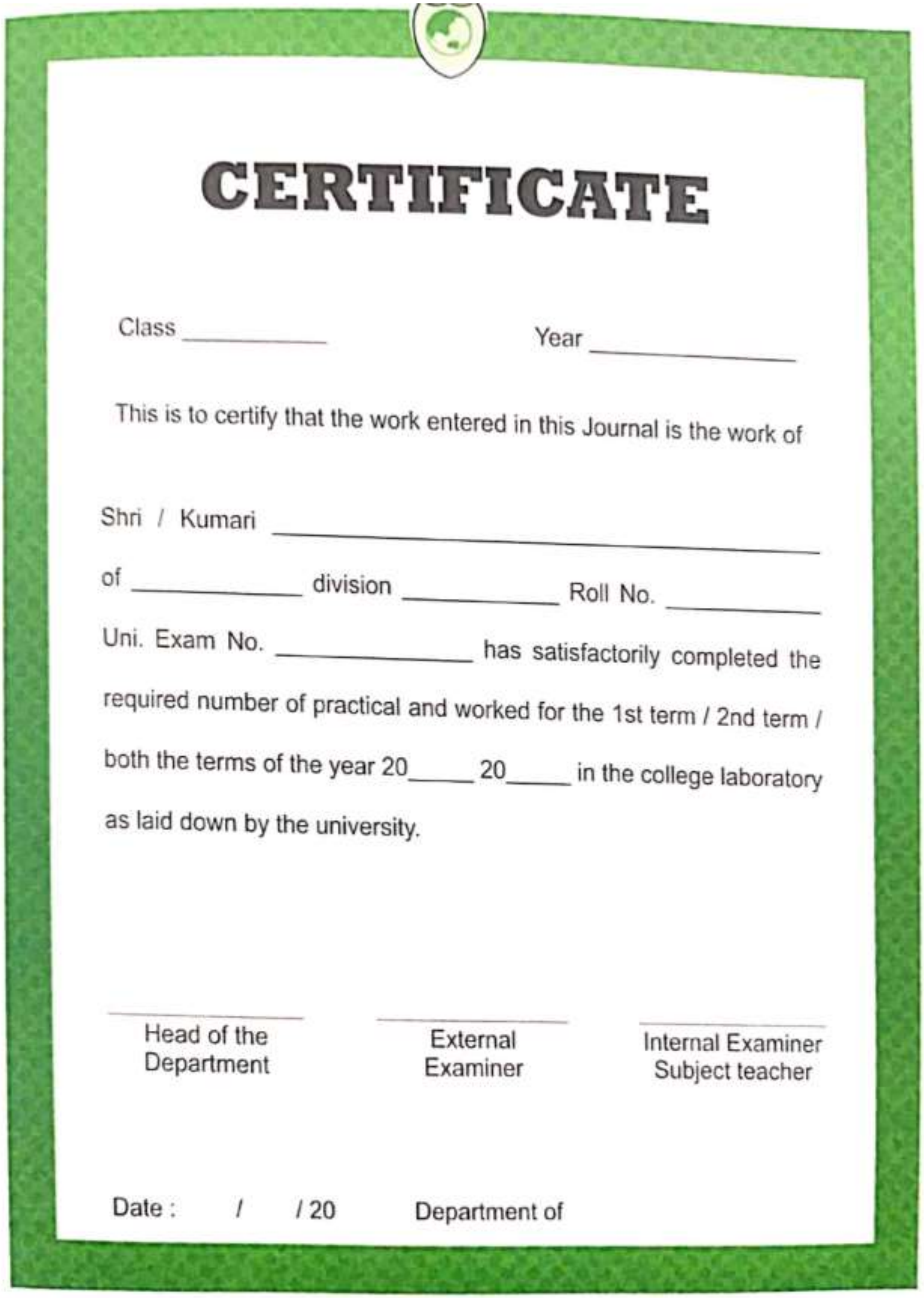
ADVANCED WEB DEVELOPMENT



CERTIFICATE

Class ________ Year ____________

This is to certify that the work entered in this Journal is the work of

Shri / Kumari ______________________________

of __________ division __________ Roll No. __________

Uni. Exam No. ____________ has satisfactorily completed the required number of practical and worked for the 1st term / 2nd term / both the terms of the year 20____ 20____ in the college laboratory as laid down by the university.

Head of the Department

External Examiner

Internal Examiner
Subject teacher

Date : / / 20 Department of

INDEX

PRACTICAL NO. : 1

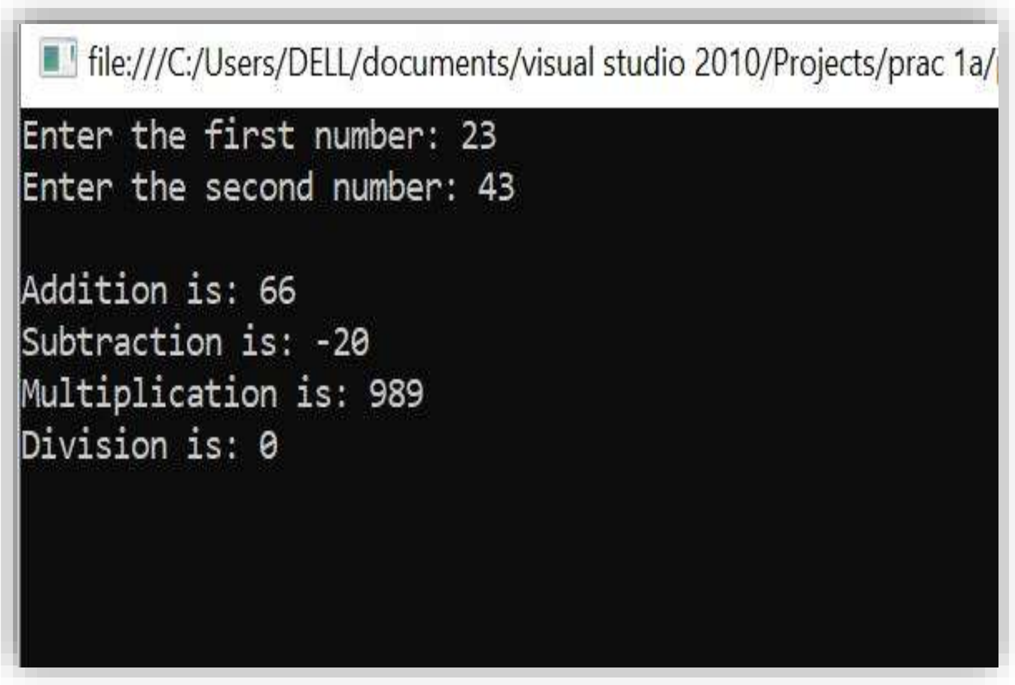
Practical 1A)

AIM: Create an application to print on screen the output of adding, subtracting, multiplying and dividing two numbers entered by the user in C#.

CODE:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace prac_1a
{
    class Program
    {
        static void Main(string[] args)
        {
            int num1, num2, add, sub, mul, div;
            Console.Write("Enter the first number: ");
            num1 = Int32.Parse(Console.ReadLine());
            Console.Write("Enter the second number: ");
            num2 = Int32.Parse(Console.ReadLine());
            Console.WriteLine();
            add = num1 + num2;
            Console.WriteLine("Addition is: " + add);
            add = num1 - num2;
            Console.WriteLine("Subtraction is: " + add);
            add = num1 * num2;
            Console.WriteLine("Multiplication is: " + add);
            add = num1 / num2;
            Console.WriteLine("Division is: " + add);

            Console.ReadLine();

        }
    }
}
```

OUTPUT:



file:///C:/Users/DELL/documents/visual studio 2010/Projects/prac 1a/

```
Enter the first number: 23
Enter the second number: 43

Addition is: 66
Subtraction is: -20
Multiplication is: 989
Division is: 0
```

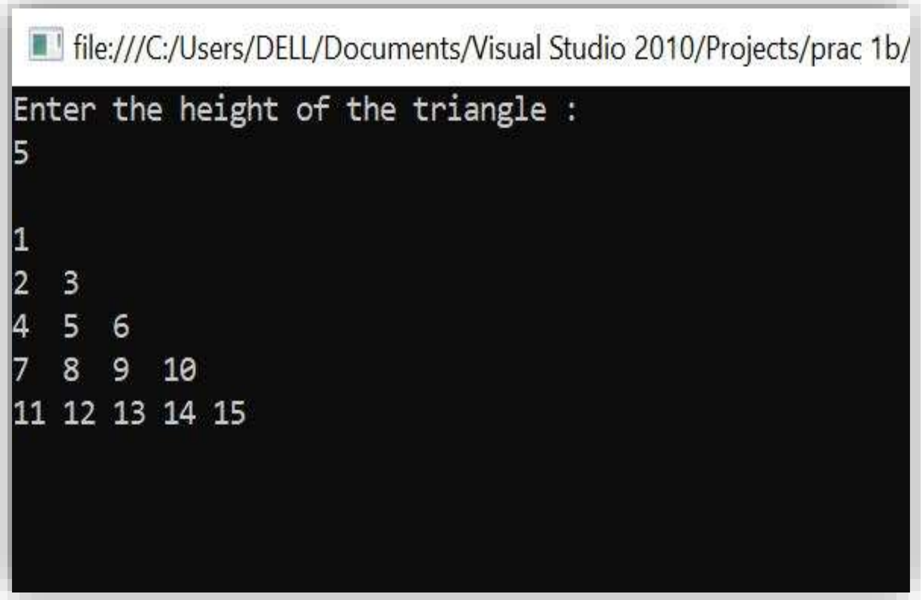
Practical 1B)

AIM: Create an application to print Floyd’s triangle till n rows in C#.

CODE:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace prac_1b
{
    class Program
    {
        static void Main(string[] args)
        {
            int height, i, j;
            int value = 1;
            String triangleValue;

            Console.WriteLine("Enter the height of the triangle :");
            height = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine();

            for (i = 1; i <= height; i++)
            {
                for (j = 1; j < i + 1; j++)
                {
                    triangleValue = value > 9 ? (value + "") : (value + " ");

                    Console.Write(triangleValue + " ");
                    value++;
                }
                Console.ReadLine();
            }
        }
    }
}
```

OUTPUT:



file:///C:/Users/DELL/Documents/Visual Studio 2010/Projects/prac 1b/

```
Enter the height of the triangle :
5


1
2  3
4  5  6
7  8  9  10
11 12 13 14 15
```

PRACTICAL NO. : 2

Practical 2A)

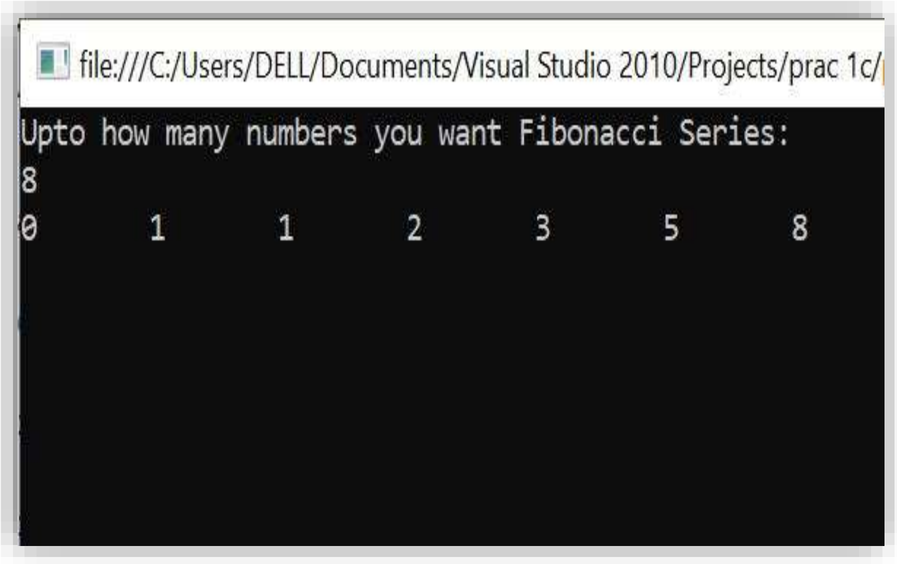
AIM: Create an application to demonstrate following operations

i. Generate Fibonacci series.

CODE:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace prac_1c
{
    class Program
    {
        static void Main(string[] args)
        {
            int num1 = 0, num2 = 1, num3, num4, num, counter;
            Console.WriteLine("Upto how many numbers you want Fibonacci Series: ");
            num = Convert.ToInt32(Console.ReadLine());
            counter = 3;
            Console.Write(num1 + "\t" + num2);
            while (counter <= num)
            {
                num3 = num1 + num2;
                if (counter >= num)
                    break;
                Console.Write("\t" + num3);
                num1 = num2;
                num2 = num3;
                counter++;
            }
            Console.ReadLine();
        }
    }
}
```

OUTPUT:



file:///C:/Users/DELL/Documents/Visual Studio 2010/Projects/prac 1c/

```
Upto how many numbers you want Fibonacci Series:
8
0       1       1       2       3       5       8
```

Practical 2A)

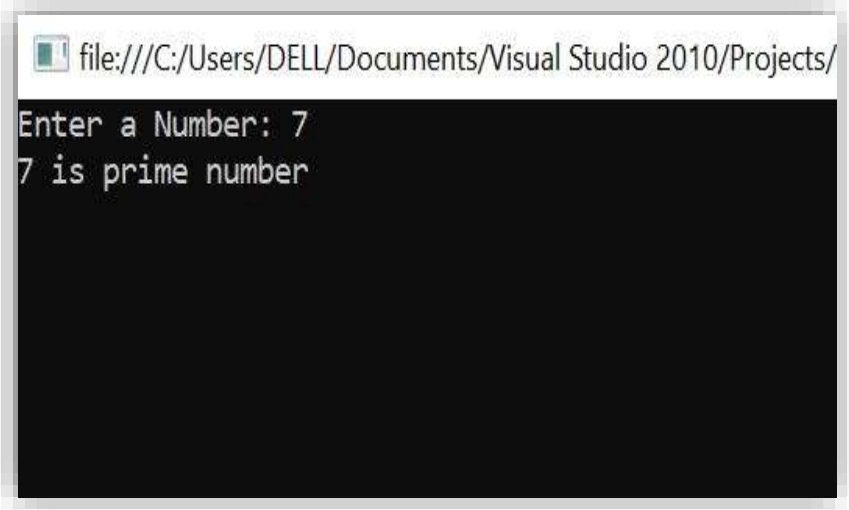
AIM: Create an application to demonstrate following operations

ii. Test for prime numbers.

CODE:

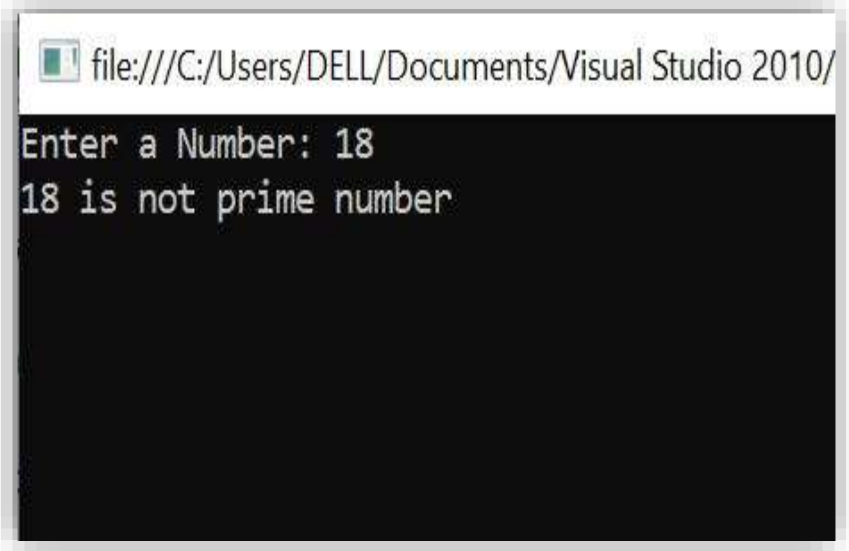
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace prac_1c2_prime_no
{
    class Program
    {
        static void Main(string[] args)
        {
            int num, counter;
            Console.Write("Enter a Number: ");
            num = Convert.ToInt32(Console.ReadLine());
            for (counter = 2; counter <= num / 2; counter++)
            {
                if((num%counter)==0)
                    break;

            }
            if(num==1)
                Console.WriteLine(num+" is neither prime nor composite");
            else if(counter<(num/2))
                Console.WriteLine(num+" is not prime number");
            else
                Console.WriteLine(num+" is prime number");
            Console.ReadLine();
        }
    }
}
```

OUTPUT:



file:///C:/Users/DELL/Documents/Visual Studio 2010/Projects/

```
Enter a Number: 7
7 is prime number
```



```
Enter a Number: 18
18 is not prime number
```

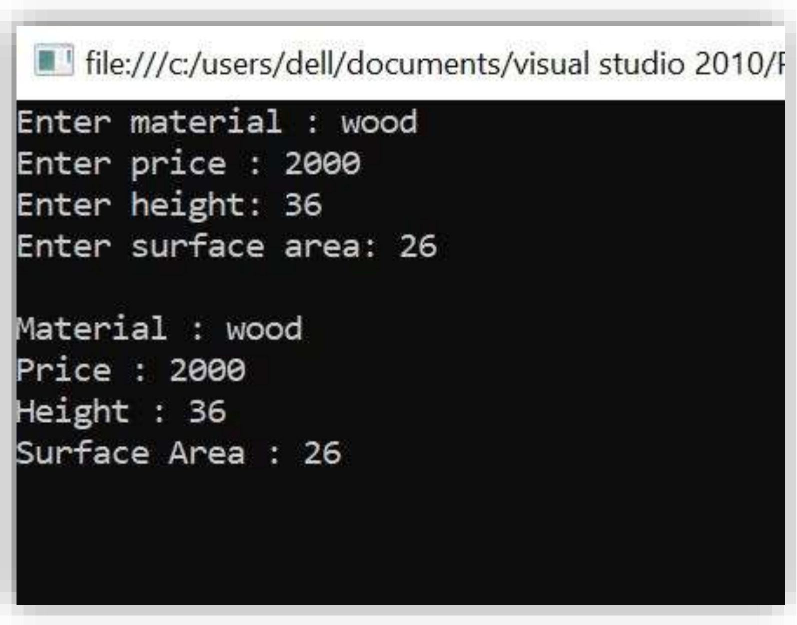
Practical 2B)

AIM: Write a program to demonstrate Single Inheritance.

CODE:

```
using System;
    namespace SingleInheritance
    {
        class Furniture
        {
            string material;
            float price;
            public void getdata()
            {
                Console.Write("Enter material : ");
                material = Console.ReadLine();
                Console.Write("Enter price : ");
                price = float.Parse(Console.ReadLine());
            }
            public void showdata()
            {
                Console.WriteLine("Material : " + material);
                Console.WriteLine("Price : " + price);
            }
        }

        class Table:Furniture
        {
            int height, surface_area;
            public void getdata()
            {
                base.getdata();
                Console.Write("Enter height: ");
                height = int.Parse(Console.ReadLine());
                Console.Write("Enter surface area: ");
                surface_area = int.Parse(Console.ReadLine());
            }
            public void showdata()
            {
                base.showdata();
                Console.WriteLine("Height : " + height);
                Console.WriteLine("Surface Area : " + surface_area);
            }
        }
        class Program
        {
            static void Main(string[] args)
            {
                Table t1 = new Table();
                t1.getdata();
                Console.WriteLine();
                t1.showdata();
                Console.ReadLine();
            }
        }
    }
```

OUTPUT:



```
Enter material : wood
Enter price : 2000
Enter height: 36
Enter surface area: 26

Material : wood
Price : 2000
Height : 36
Surface Area : 26
```

PRACTICAL NO. : 3

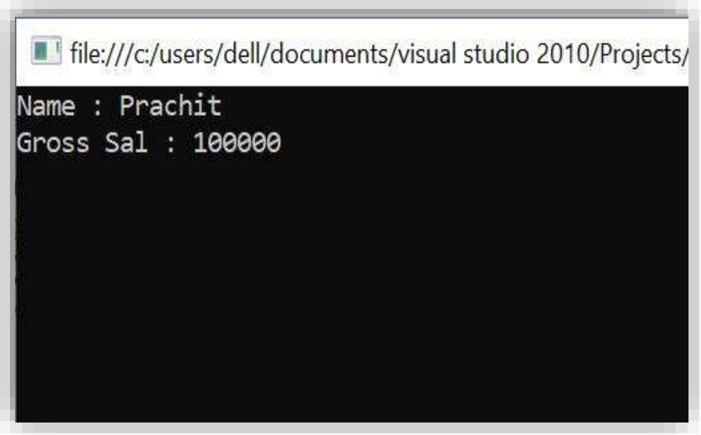
Practical 3A)

AIM: Create a simple application to demonstrate use of the concepts of interfaces.

CODE:

```
using System;
namespace MultipleInheritance
{
    interface Gross
    {
        int ta
        {
            get;
            set;
        }
        int da
        {
            get;
            set;
        }
        int GrossSal();
    }
    class Employee
    {
        string name;
        public Employee(string name)
        { this.name = name; }
        public int BasicSal(int basicSal)
        {
            return basicSal;
        }
        public void ShowData()
        {
            Console.WriteLine("Name : " + name);
        }
    }
    class Salary : Employee, Gross
    {
        int hra;
        public Salary(string name, int hra)
            : base(name)
        { this.hra = hra; }
        public int ta
        {
            get { return S_ta; }
            set { S_ta = value; }
        }
        private int S_ta;
        public int da
        {
            get { return S_da; }
            set { S_da = value; }
        }
        private int S_da;
        public int GrossSal()
        {
            int gSal;
            gSal = hra + ta + da + BasicSal(15000);
            return gSal;
        }
        public void dispSal()
        {
            base.ShowData();
            Console.WriteLine("Gross Sal : " + GrossSal());
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            Salary s = new Salary("Prachit", 35000);
            s.da = 20000;
            s.ta = 30000;
            s.dispSal();
            Console.ReadLine();
        }
    }
}
```

OUTPUT:



file:///c:/users/dell/documents/visual studio 2010/Projects/

```
Name : Prachit
Gross Sal : 100000
```

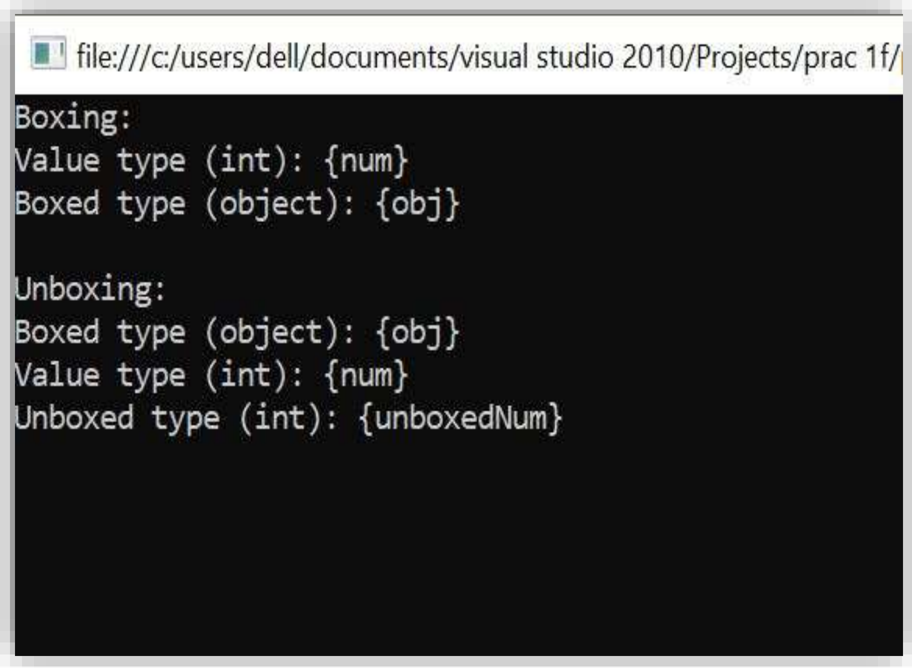
Practical 3B)

AIM: Create a simple application to demonstrate the concepts boxing and unboxing.

CODE:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace NewPract2_a_
{
    class Program
    {
        static void Main(string[] args)
        {
            int num = 123;
            object obj = num;
            obj = 145;

            Console.WriteLine("Boxing:");
            Console.WriteLine("Value type (int): {num}");
            Console.WriteLine("Boxed type (object): {obj}");

            int unboxedNum = (int)obj;

            Console.WriteLine("\nUnboxing:");
            Console.WriteLine("Boxed type (object): {obj}");
            Console.WriteLine("Value type (int): {num}");
            Console.WriteLine("Unboxed type (int): {unboxedNum}");
            Console.ReadKey();
        }
    }
}
```

OUTPUT:



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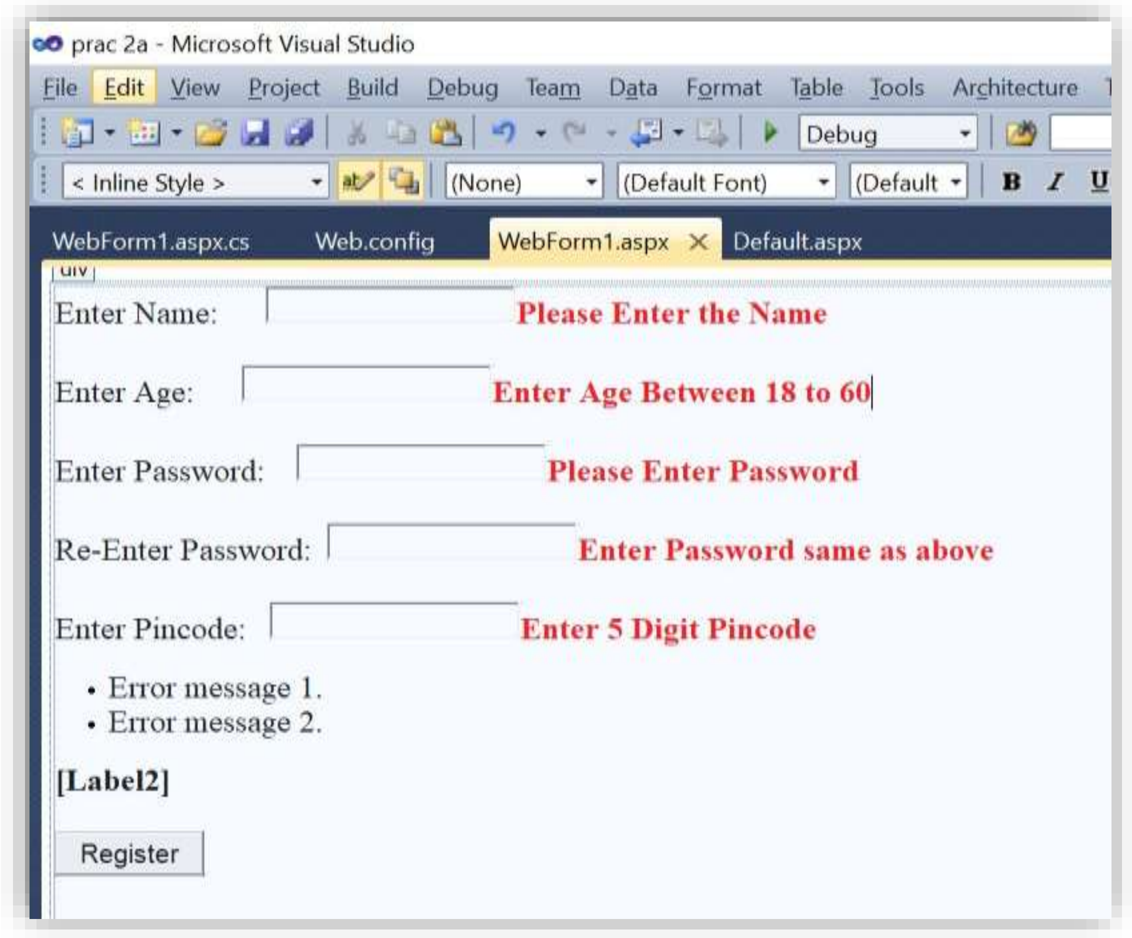
```
Boxing:
Value type (int): {num}
Boxed type (object): {obj}

Unboxing:
Boxed type (object): {obj}
Value type (int): {num}
Unboxed type (int): {unboxedNum}
```

PRACTICAL NO. : 4

Practical 4A)

AIM: Create a Registration form to demonstrate use of various Validation controls.


prac 2a - Microsoft Visual Studio
File Edit View Project Build Debug Team Data Format Table Tools Architecture
Debug
< Inline Style >
(None)
(Default Font)
(Default
B I U
WebForm1.aspx.cs
Web.config
WebForm1.aspx
Default.aspx
div

Enter Name: Please Enter the Name

Enter Age: Enter Age Between 18 to 60

Enter Password: Please Enter Password

Re-Enter Password: Enter Password same as above

Enter Pincode: Enter 5 Digit Pincode

- Error message 1.
- Error message 2.

[Label2]

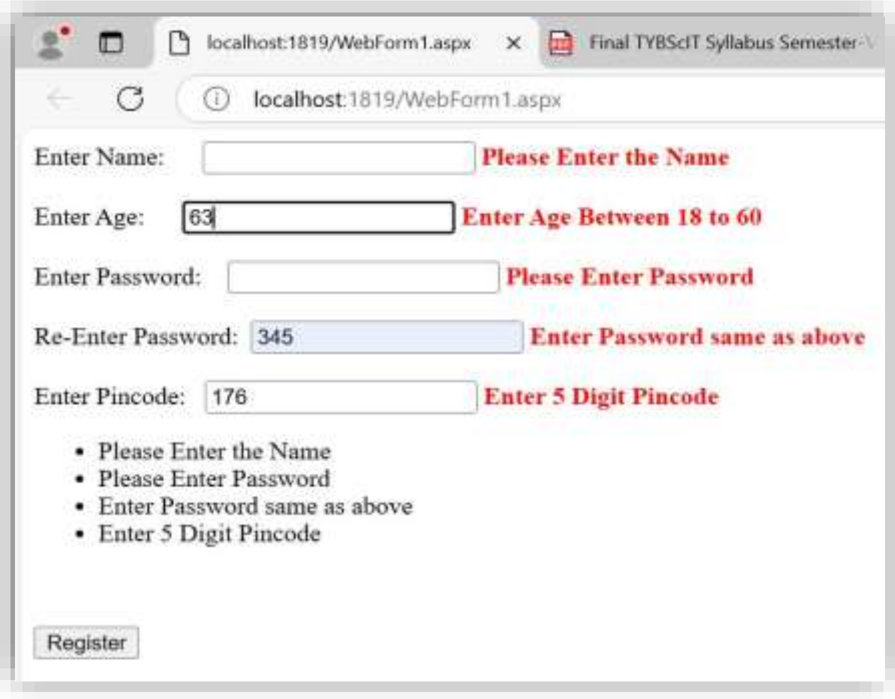
Register

CODE:

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

namespace prac_2a
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

        protected void Button1_Click(object sender, EventArgs e)
        {
            Label2.Text = "Registration Successful";
        }
    }
}
```

Control	**Property**	**Value**
RequiredFieldValidator	ID	RequiredFieldValidator1
	ControlToValidate	TextBox1
	ErrorMessage	Please Enter the Name
	ForeColor	Red
RangeValidator	ID	RangeValidator1
	ControlToValidate	TextBox2
	ErrorMessage	Enter age between 18 to 60
	ForeColor	Red
	MaximunValue	60
	MinimumValue	18
RequiredFieldValidator	ID	RequiredFieldValidator2
	ControlToValidate	TextBox3
	ErrorMessage	Please Enter the Password
	ForeColor	Red
CompareValidator	ID	CompareValidator1
	ControlToValidate	TextBox4
	CompareToValidate	TextBox3
	ErrorMessage	Enter Password same as above
	ForeColor	Red
RegularExpressionValidator1	ID	RegularExpressionValidator1
	ControlToValidate	TextBox5
	ErrorMessage	Enter 5 Digit Pincode
	ForeColor	Red
ValidationSummary	ID	ValidationSummary1

OUTPUT:


localhost:1819/WebForm1.aspx
Final TYBScIT Syllabus Semester-
localhost:1819/WebForm1.aspx

Enter Name: Please Enter the Name

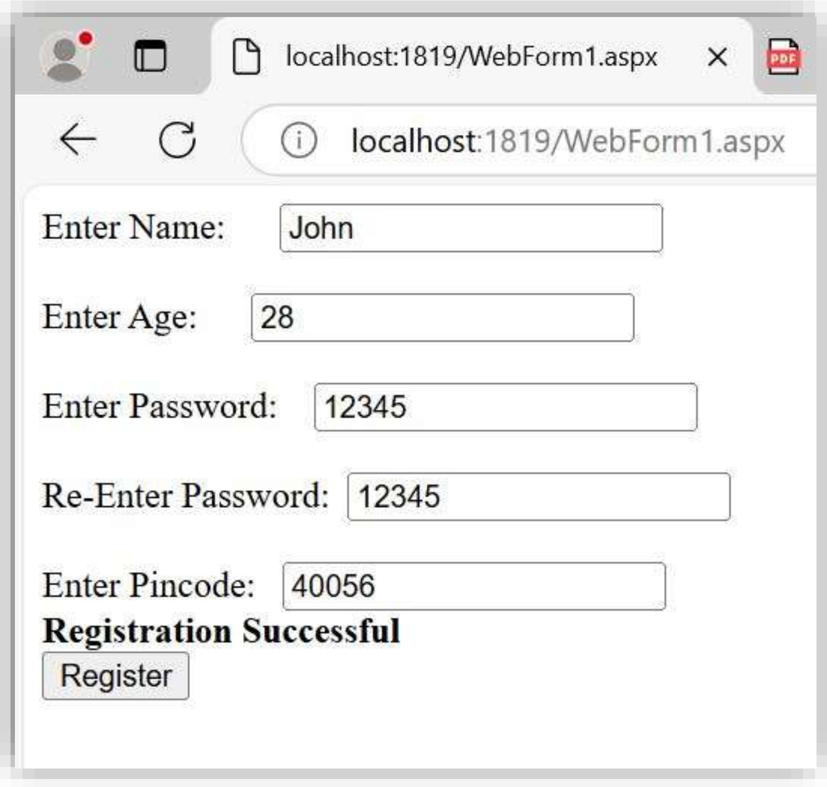
Enter Age: 63 Enter Age Between 18 to 60

Enter Password: Please Enter Password

Re-Enter Password: 345 Enter Password same as above

Enter Pincode: 176 Enter 5 Digit Pincode

- Please Enter the Name
- Please Enter Password
- Enter Password same as above
- Enter 5 Digit Pincode



Enter Name: John

Enter Age: 28

Enter Password: 12345

Re-Enter Password: 12345

Enter Pincode: 40056

Registration Successful

Practical 4B)

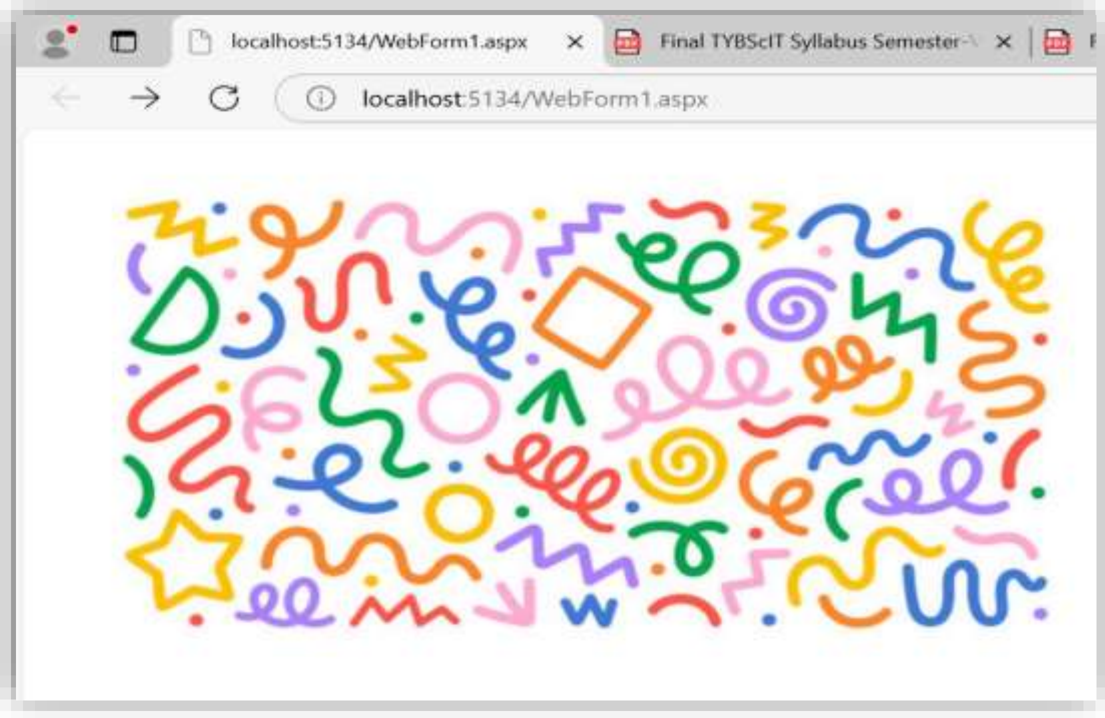
<u>AIM:</u> Create Web Form to demonstrate use of Adrotator Control.

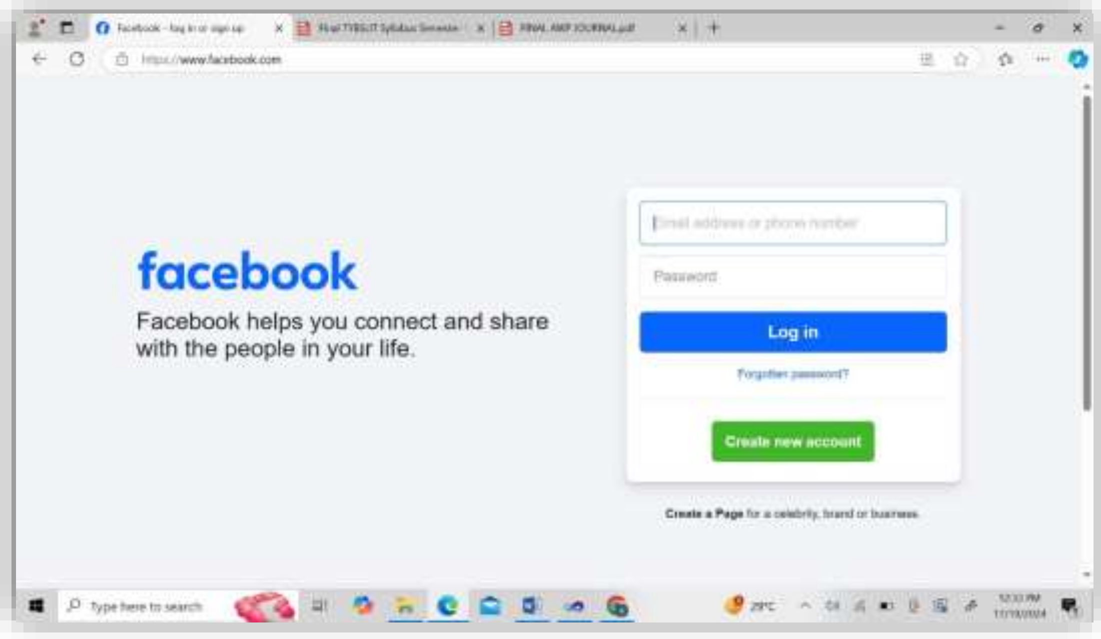
<u>CODE:</u>

XMLFILE1.xml

```xml
<?xml version="1.0" encoding="utf-8" ?>
<Advertisements>
  <Ad>
    <ImageUrl>cat.jpg</ImageUrl>
    <NavigateUrl>https://www.google.com/</NavigateUrl>
    <Impressions>5</Impressions>
    <AlternateText>Google Search</AlternateText>
    <Keyword>Google</Keyword>
  </Ad>
  <Ad>
    <ImageUrl>color-wheel-picker.jpg</ImageUrl>
    <NavigateUrl>https://www.youtube.com </NavigateUrl>
    <Impressions>5</Impressions>
    <AlternateText>YouTube Search</AlternateText>
    <Keyword>YouTube</Keyword>
  </Ad>
  <Ad>
    <ImageUrl>random.jpg</ImageUrl>
    <NavigateUrl>https://www.facebook.com/</NavigateUrl>
    <Impressions>5</Impressions>
    <AlternateText>Facebook Search</AlternateText>
    <Keyword>Facebook</Keyword>
  </Ad>
</Advertisements>
```

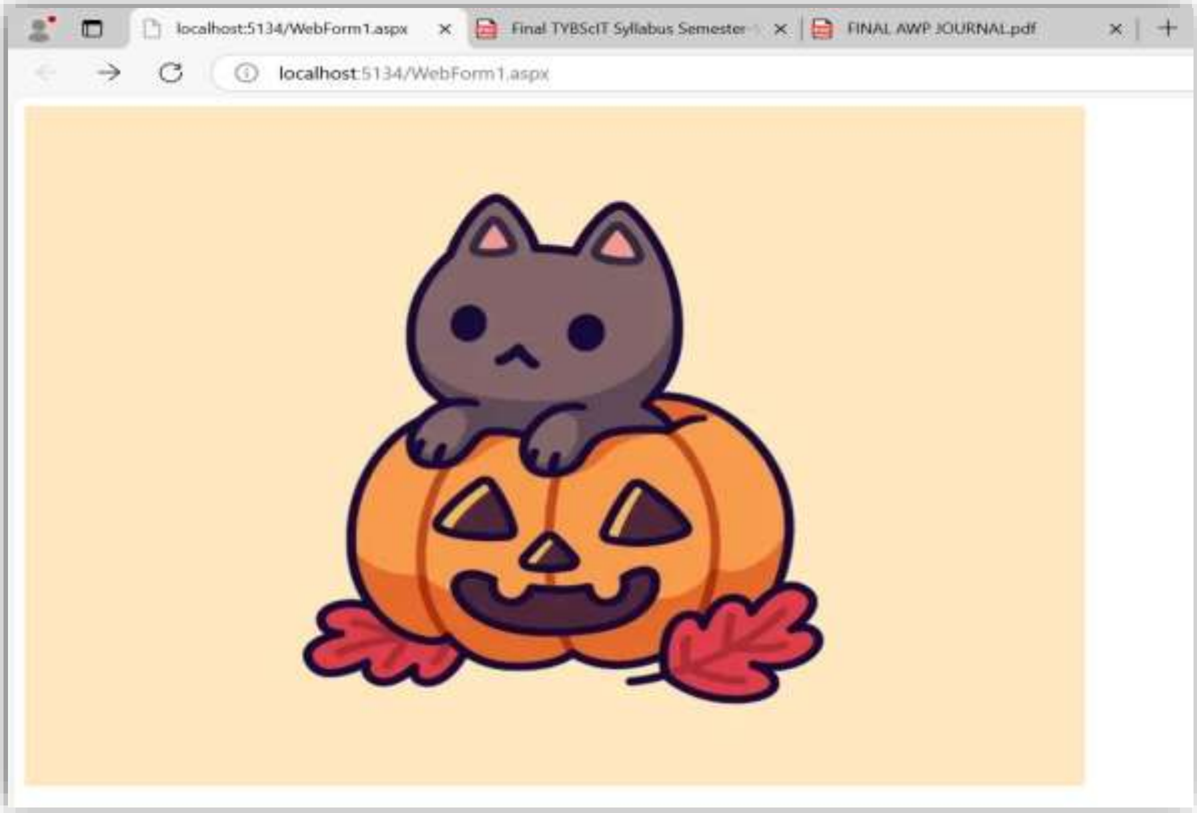
OUTPUT:

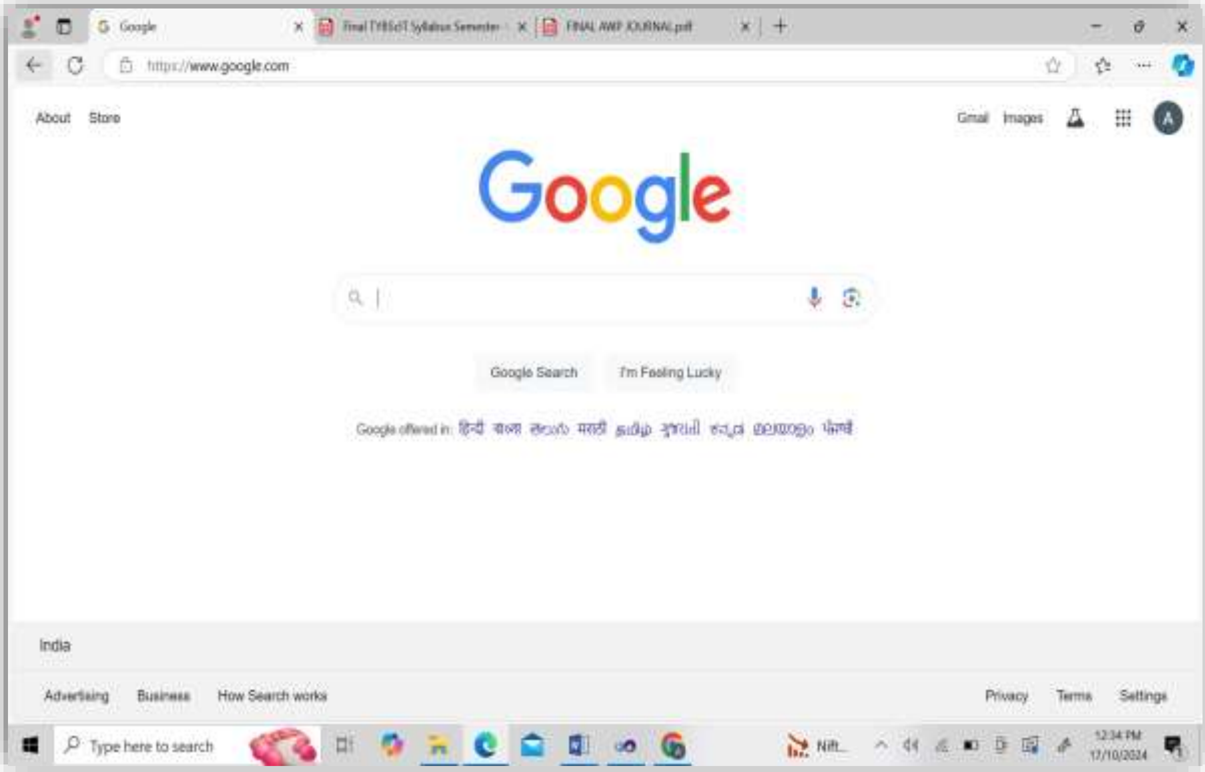

localhost:5134/WebForm1.aspx
Final TYBScIT Syllabus Semester-
localhost:5134/WebForm1.aspx

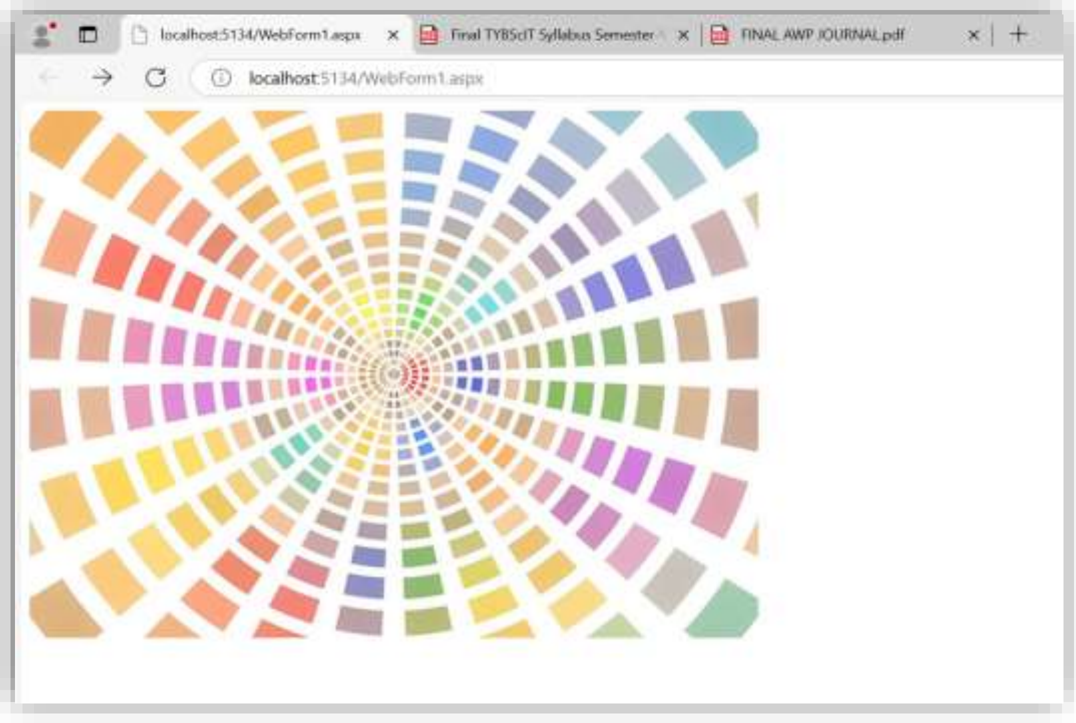


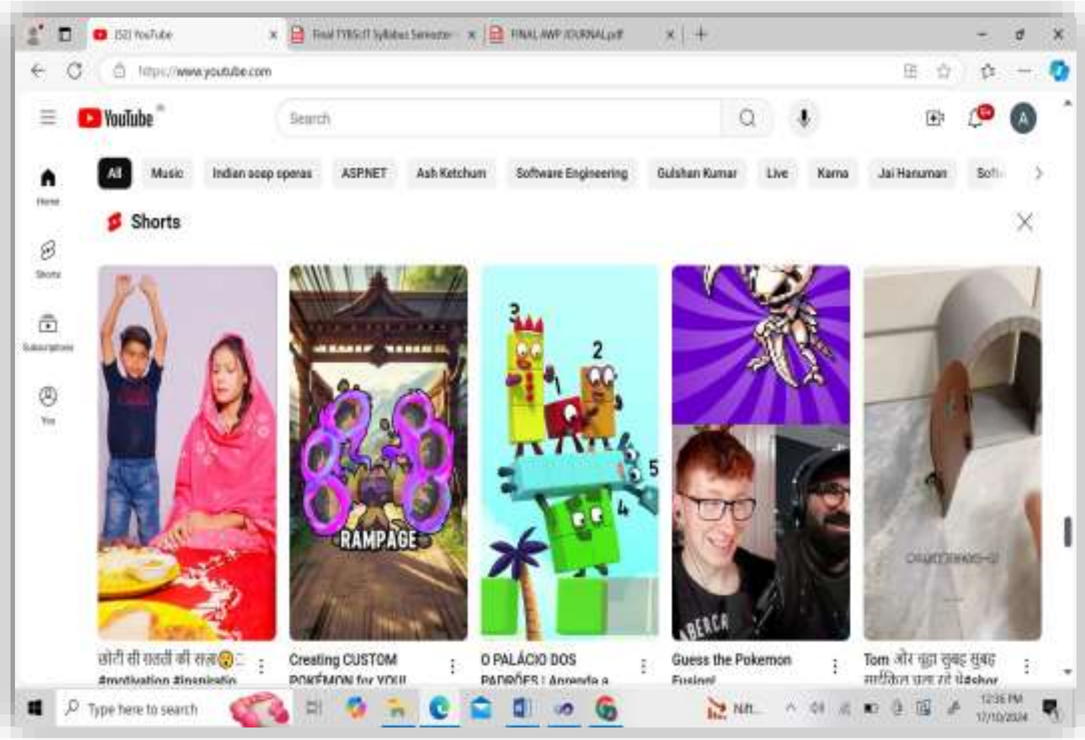
Facebook helps you connect and share with the people in your life.

Create a Page for a celebrity, brand or business.


localhost:5134/WebForm1.aspx
Final TYBScIT Syllabus Semester
FINAL AWP JOURNAL.pdf
localhost:5134/WebForm1.aspx


Google
Final TYBScIT Syllabus Semester
FINAL AWP JOURNAL.pdf
https://www.google.com
About
Store
Gmail
Images
Google
Google Search
I'm Feeling Lucky
Google offered in: हिन्दी বাংলা తెలుగు मराठी தமிழ் ગુજરાતી ಕನ್ನಡ മലയാളം ਪੰਜਾਬੀ
India
Advertising
Business
How Search works
Privacy
Terms
Settings
Type here to search
Nift...
12:34 PM
17/10/2024


localhost:5134/WebForm1.aspx
Final TYBScIT Syllabus Semester
FINAL AWP JOURNAL.pdf
localhost:5134/WebForm1.aspx

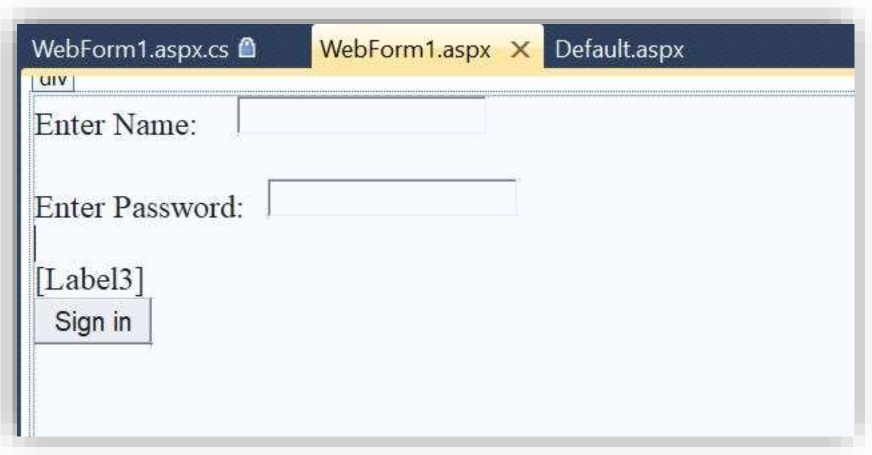

(52) YouTube
Final TYBScIT Syllabus Semester
FINAL AWP JOURNAL.pdf
https://www.youtube.com
YouTube
Search
All
Music
Indian soap operas
ASP.NET
Ash Ketchum
Software Engineering
Gulshan Kumar
Live
Karna
Jai Hanuman
Soft
Home
Shorts
Subscriptions
You
Shorts
RAMPAGE
3
2
1
5
4
छोटी सी गलती की सजा😮
#motivation #inspiratio
Creating CUSTOM
POKÉMON for YOU!
O PALÁCIO DOS
PADRÕES | Aprenda a
Guess the Pokemon
Fusion!
Tom और चूहा सुबह सुबह
मार्तिन गला रहे थे#shor
Type here to search
Nift...
12:36 PM
17/10/2024

PRACTICAL NO. : 5

Practical 5A)

AIM: Create Web Form to demonstrate use User Controls

CODE:



Enter Name:

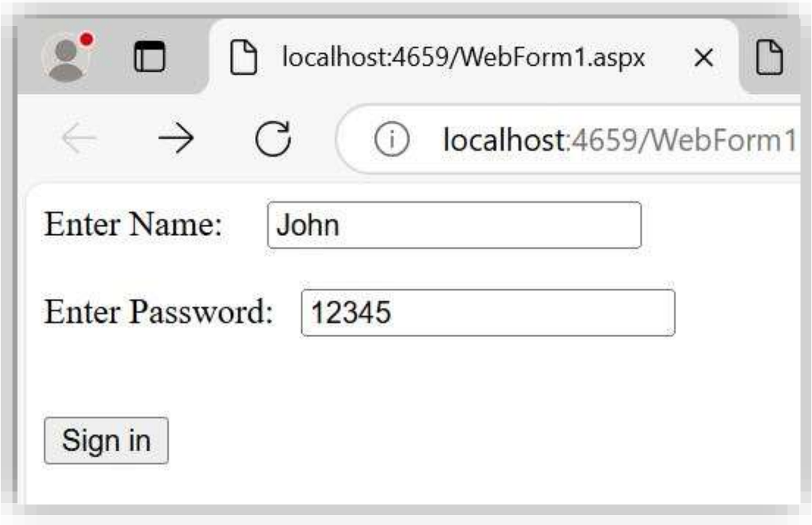
Enter Password:

[Label3]

Webform1.aspx.cs

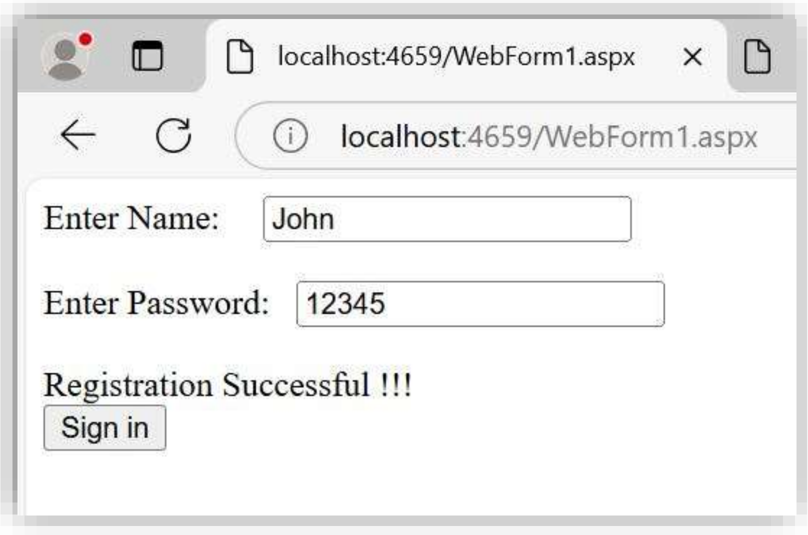
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;

namespace prac_2c
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

        protected void Button1_Click(object sender, EventArgs e)
        {
            Label3.Text = "Registration Successful !!!";
        }
    }
}
```

OUTPUT:



Enter Name: John

Enter Password: 12345



Enter Name: John

Enter Password: 12345

Registration Successful !!!

Practical 5B)

AIM: Create Web Form to demonstrate use of Website Navigation controls.

CODE:

STEP 1: **Default.aspx**

Add 1 sitemappath 1 menu and 1 sitemapdatasource from tool box.

STEP 2: **WebForm1.aspx**

In <div> tag add 1 sitemappath and <h1> tag with statement.

```
<div>
        <asp:SiteMapPath ID="SiteMapPath1" runat="server">
        </asp:SiteMapPath>
        <br />
        <h1> <b>Welcome To Navigation Controls !!!</b></h1>
</div>
```

STEP 3: **WebForm2.aspx**

In <div> tag add 1 sitemappath and <h1> tag with statement.

```
<div>
        <asp:SiteMapPath ID="SiteMapPath1" runat="server">
        </asp:SiteMapPath>
        <br />
        <h1> <b>Welcome To Webform1…</b></h1>
</div>
```

STEP 4: **WebForm3.aspx**

In <div> tag add 1 sitemappath and <h1> tag with statement.

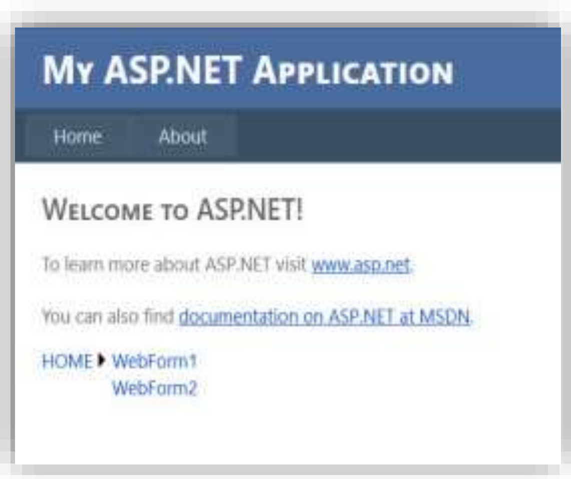
```
<div>
        <asp:SiteMapPath ID="SiteMapPath1" runat="server">
        </asp:SiteMapPath>
        <br />
        <h1> <b>Welcome To Webform2…</b></h1>
</div>
```

STEP 5: Add 1 site map with extension .sitemap

Web.sitemap

```
<?xml version="1.0" encoding="utf-8" ?>
<siteMap xmlns="http://schemas.microsoft.com/AspNet/SiteMap-File-1.0" >
    <siteMapNode url="WebForm1.aspx" title="HOME"  description="">
        <siteMapNode url="WebForm2.aspx" title="WebForm1"  description="" />
        <siteMapNode url="WebForm3.aspx" title="WebForm2"  description="" />
    </siteMapNode>
</siteMap>
```

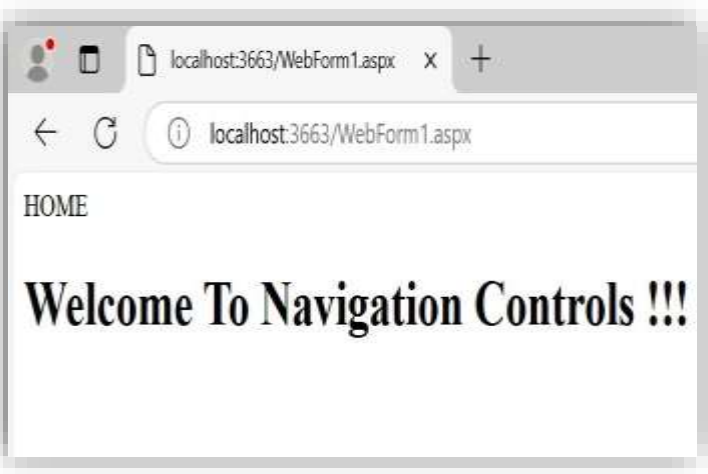
OUTPUT:



Welcome to ASP.NET!

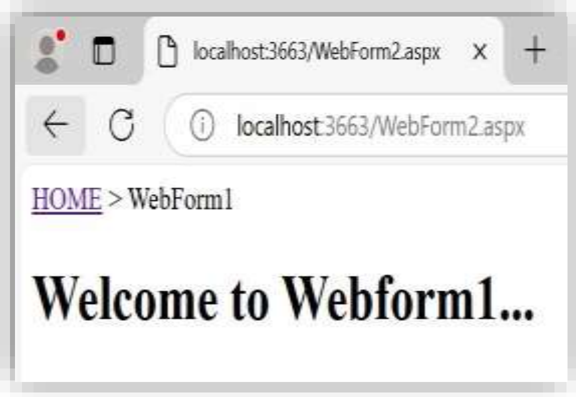
To learn more about ASP.NET visit www.asp.net.

You can also find documentation on ASP.NET at MSDN.



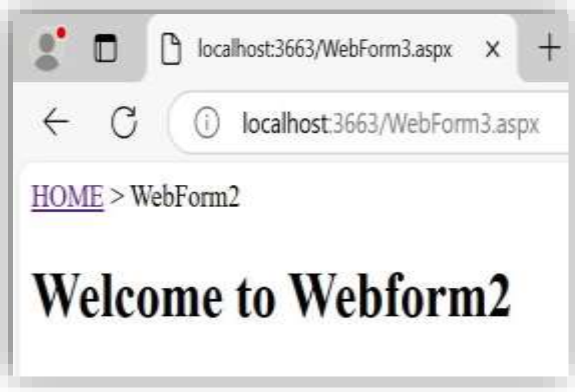
HOME

Welcome To Navigation Controls !!!



HOME > WebForm1

Welcome to Webform1...



HOME > WebForm2

Welcome to Webform2

PRACTICAL NO. : 6

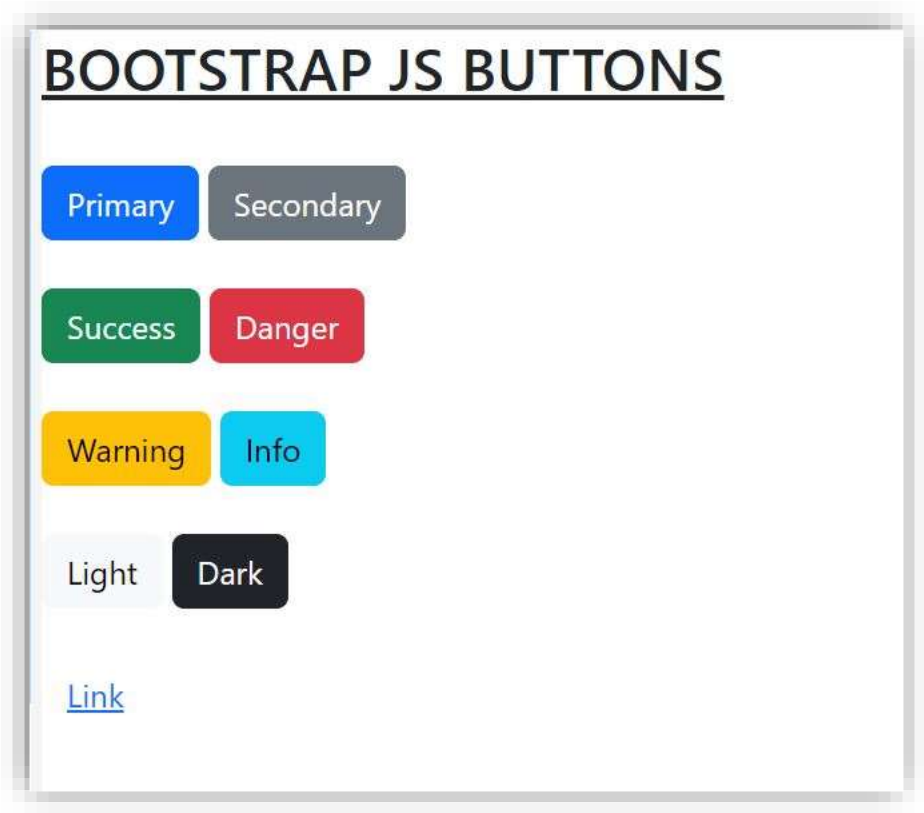
Practical 6A)

AIM: Create a web application to demonstrate JS Bootstrap Button.

CODE:

```
<!Doctype html>
<html lang="en">
  <head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <title>Bootstrap JS Buttons </title>
    <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css" rel="stylesheet" integrity="sha384-QWTKZyjpPEjISv5WaRU9OFeRpok6YctnYmDr5pNlyT2bRjXh0JMhjY6hW+ALEwIH" crossorigin="anonymous">
  </head>
  <body>
    <h1><u><b></B>BOOTSTRAP JS BUTTONS</u></b></h1><br>
    <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle.min.js" integrity="sha384-YvpcrYf0tY3lHB60NNkmXc5s9fDVZLESaAA55NDzOxhy9GkcIdslK1eN7N6jIeHz" crossorigin="anonymous"></script>
    <button type="button" class="btn btn-primary">Primary</button>
    <button type="button" class="btn btn-secondary">Secondary</button><br><br>
    <button type="button" class="btn btn-success">Success</button>
    <button type="button" class="btn btn-danger">Danger</button><br><br>
    <button type="button" class="btn btn-warning">Warning</button>
    <button type="button" class="btn btn-info">Info</button><br><br>
    <button type="button" class="btn btn-light">Light</button>
    <button type="button" class="btn btn-dark">Dark</button><br><br>
    <button type="button" class="btn btn-link">Link</button>
  </body>
</html>
```

OUTPUT:


BOOTSTRAP JS BUTTONS
Primary
Secondary
Success
Danger
Warning
Info
Light
Dark
Link