3.3 WebForms Page Events



This section will guide you to:

* Handle events or requests generated by WebForm pages

This guide has five subsections, namely:

3.3.1 Creating an ASP.NET MVC project

3.3.2 Changing Default.aspx to display page events

3.3.3 Building the project

3.3.4 Publishing and running the project

3.3.5 Pushing the code to your GitHub repositories

**Step 3.3.1:** Creating an ASP.NET MVC project

* Open Visual Studio.
* From the top menu, select **File->New->Project**.
* In **Create A New Project** screen, select **ASP.NET Web Application(.Net Framework)** from the list of available project types and click on **Next.**
* Please select the project type where the **language** of the project is **C#.**
* Enter **Project Name** as Phase3Section3.9 and Click on **Create**
* From the list of project sub-types, choose **Web Forms** and uncheck **Configure for HTTPS.** Click on **Create**.
* This will create the files for an ASP.NET MVC project.

**Step 3.3.2:** Changing Default.aspx to display page events

* In the **Solution Explorer**,double click Default.aspx.
* Enter the following script:

<%@ Page Title="Home Page" Language="C#" MasterPageFile="~/Site.Master" AutoEventWireup="true" CodeBehind="Default.aspx.cs" Inherits="Phase3Section3.\_9.\_Default" %>

<asp:Content ID="BodyContent" ContentPlaceHolderID="MainContent" runat="server">

<**h2**>Page Events</**h2**>

<asp:**Label** ID="lblName" runat="server" CssClass="h4"></asp:**Label**>

</asp:Content>

* In the **Solution Explorer**,right click Default.aspx and select **View Code**.
* Add the following code:

**using** System;

**using** System.Collections.Generic;

**using** System.Linq;

**using** System.Web;

**using** System.Web.UI;

**using** System.Web.UI.WebControls;

**namespace** Phase3Section3.\_9

{

**public** partial **class** \_Default : Page

{

**string** log = "";

**protected** **void** Page\_PreInit(**object** sender, EventArgs e)

{

log += "page\_preinit()<br>";

}

**protected** **void** Page\_Init(**object** sender, EventArgs e)

{

log += "page\_init()<br>";

}

**protected** **void** Page\_InitComplete(**object** sender, EventArgs e)

{

log += "page\_initComplete()<br>";

}

**protected** **override** **void** OnPreLoad(EventArgs e)

{

log += "OnPreload()<br>";

}

**protected** **void** Page\_Load(**object** sender, EventArgs e)

{

log += "page\_load()<br>";

lblName.Text = log;

}

**protected** **void** Page\_LoadComplete(**object** sender, EventArgs e)

{

log += "page\_laodComplete()<br>";

}

**protected** **override** **void** OnPreRender(EventArgs e)

{

log += "page\_prerender()<br>";

}

**protected** **override** **void** OnSaveStateComplete(EventArgs e)

{

log += "OnSaveStateComplete()<br>";

}

**protected** **void** Page\_UnLoad(**object** sender, EventArgs e)

{

// nothing will be displayed once page unloads

}

}

}

**Step 3.3.3:** Building the project

* From the top menu, choose **Build->Build Solution**.
* If any compile errors are shown, fix them as required.

**Step 3.3.4:** Publishing and running the project

* From the top menu, select **Debug->Start Without Debugging**.
* This will execute the program in the default browser.

**Step 3.3.5:** Pushing the code to your GitHub repositories

Open your command prompt and navigate to the folder where you have created your files.

cd <folder path>

Initialize your repository using the following command:

git init

Add all the files to your git repository using the following command:

git add .

Commit the changes using the following command:

git commit -m “Changes have been committed.”

Push the files to the folder you created initially using the following command:

git push -u origin master