File Upload Control

The FileUpload control allows the user to browse for and select the file to be uploaded, providing a browse button and a text box for entering the filename.

Once, the user has entered the filename in the text box by typing the name or browsing, the SaveAs method of the FileUpload control can be called to save the file to the disk.

Properties of FileUpload control

|  |  |
| --- | --- |
| FileName | Returns the name of the file to be uploaded. |
| HasFile | Specifies whether the control has a file to upload. |
| ContentLength | Returns the size of the uploaded file in bytes. |
| SaveAs | Uploads the file from client to server. |

**Server.Mappath**

The MapPath method is used to define a relative virtual path for a physical directory on the server.

On button click

String s = server.mappath(“images”) + “/” + fileupload1.filename;

If ( fileupload1.hasfile == true )

{

Fileupload1.saveas(s);

Response.wrtie (“File uploaded successfully”);

}

Else

{

Response.write (“File not found / uploaded “);

}

**Fileupload control program**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

public partial class pgFileupload : System.Web.UI.Page

{

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

{

}

protected void Button1\_Click(object sender, EventArgs e)

{

string s = Server.MapPath("img");

string s1 = FileUpload1.FileName; // img/myfile.txt

s = s + "/" + s1;

if (FileUpload1.HasFile == true)

{

FileUpload1.SaveAs(s);

Response.Write("File uploaded successfully");

}

else

{

Response.Write("File NOT uploaded");

}

}

}

**Unit 2 Program 6**

**Code of Fileupload control**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

public partial class pgUnit2Prog6 : System.Web.UI.Page

{

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

{

}

protected void Button1\_Click(object sender, EventArgs e)

{

string s = Server.MapPath("img");

string s1 = s + "/" + FileUpload1.FileName;

// s1 = img/p1.jpg

if (s1.EndsWith(".jpg") || s1.EndsWith(".bmp") || s1.EndsWith(".png"))

{

if (FileUpload1.FileBytes.Length < 1024)

{

if (FileUpload1.HasFile == true)

{

FileUpload1.SaveAs(s1);

Response.Write("File uploaded successfully");

}

else

{

Response.Write("File uploaded NOT NOT ");

}

}

else

{

Response.Write("File uploaded NOT NOT bcoz of size");

}

}

else

{

Response.Write("File is NOT a jpg / bmp / png");

}

}

}