<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="myWebForm.aspx.cs" Inherits="birthdayMatching.WebForm" %>

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">

<head runat="server">

<title></title>

<%--<script type="text/javascript">

function Init() {

alert("Textbox Contains: " + document.getElementById("txtTest").value);

}

</script>--%>

</head>

<body>

<form id="form1" runat="server">

<div><p><asp:Button ID="startProcess" runat="server" Text="Start Process" /></p></div>

<div><p><asp:Label ID="dateMatched" runat="server" Text="Label"></asp:Label></p></div>

<div><p><asp:Label ID="numberGenerated" runat="server" Text="Label"></asp:Label></p></div>

<div><p><asp:TextBox ID="txtTest" runat="server"></asp:TextBox></p></div>

<div><p><asp:HiddenField ID="hdnTest" runat="server" Value="0" /></p></div>

</form>

<%--<script type="text/javascript">

Init();

</script>--%>

</body>

</html>

using System;

using System.Collections;

using System.Collections.Generic;

using System.Diagnostics;

using System.Linq;

using System.Web;

using System.Web.UI;

using System.Web.UI.WebControls;

namespace birthdayMatching

{

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

{

Random gen = new Random();

// Set variables

string genDate1 = null;

string genDate2 = null;

int loopCounter = 0; // Loop Counter

//int processCounter = 0; // Process counter

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

{

genDate1 = GetRandomDate().ToShortDateString(); // Get a random date

// Put the above date into an Arraylist

IList dateList = new ArrayList();

dateList.Add(genDate1);

//Do while Loop starts:

do

{

genDate2 = GetRandomDate().ToShortDateString(); // Get the second random date

// This checks the Arraylist to see if genDate2 matches genDate1 --

if (dateList.Contains(genDate2)) // If there is a match then loop stops

{

break;

}

else

{ // Else it will add genDate2 to Arraylist

dateList.Add(genDate2);

}

loopCounter++; // This counts the number of dates generated to find a match

} while (loopCounter < 1000); // This makes sure that the loop won't go over 1000

//Loop ends

// Console.ReadLine();

// Output

dateMatched.Text = " Matching date: " + genDate2;

numberGenerated.Text = "Number of dates generated to find a match: " + loopCounter.ToString();

ViewState["Counter"] = loopCounter;

Session["Counter"] = loopCounter;

hdnTest.Value = loopCounter.ToString();

}

// Generate Random Dates

public DateTime GetRandomDate()

{

return DateTime.Now.AddDays(gen.Next(365));

}

}

}