Lab Manual
.NET

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VVPEC CE Sem-6

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Practical 1

Aim:

Introduction to c#
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Scope
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Flow Control
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```
using System;

using System.Collections.Generic; using

System.Linq;

using   System.Text; using

System.Threading;

namespace P1

{

    class P1

    {

        static int j = 90;

        static void Main(string[] args)

        {

            Console.WriteLine("First Program"); int

            i = 25;

            Console.WriteLine("Scope of Variables.\n1:");
```

```
for (int j = 0; j < 2; j++)
{
    Console.Write("{0} {1}\n", j, P1.j);
}
Console.WriteLine("2:"); for
(int k = 0; k < 3; k++)
{
    Console.Write("{0} ", k);
}
Console.Write("\n");
for (int k = 3; k > 0; k--)
{
    Console.Write("{0} ", k);
}
Console.WriteLine("Constants");
const int valConst = 100;
Console.WriteLine("{0} is constant value", valConst);
//const int valConst2 = valConst + 9;
                    //Console.WriteLine("Another Constant: {0}", valConst2);
        Console.WriteLine("\nPredefined Data Types\n\nValue Types and Reference
                                                                    Types");
int vali = 2, valj = vali;
Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);
valj = 90;
Console.WriteLine("vali is: {0} and valj is: {1}", vali, valj);
Vector x, y;
x = new Vector();
```

```
x.value = 3;
y = x;
Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value);
y.value = 234;
Console.WriteLine("x is: {0} and y is:{1}", x.value, y.value); y
= null;
Console.WriteLine("\nInteger Types");
sbyte sb = 33;
short s = 33; int
_i = 33; long l
= 33L;
//Unsigned Integers
byte b = 33;  ushort
us = 33; uint ui =
33U; ulong ul =
33UL;
Console.WriteLine("{0} {1} {2} {3} {4} {5} {6} {7}", sb, s, _i, l, b, us,
ui, ul);
//Floating point types
float f = 11.22334455F;
double d = 11.2233445566778899;
Console.Write("\nFloat and Double:\n");
Console.WriteLine("{0} and \n{1}", f, d);
//Decimal Type
decimal dec =  111.222333444555666777888999M;
Console.WriteLine("Decimal:\n{0}", dec);
//Boolean
Console.WriteLine("\nBoolean:");
```

```
bool valBoolean = true;
Console.WriteLine("Status: " + valBoolean);
//Character Console.WriteLine("\nCharacter:\nSingle
Quote \'"); Console.WriteLine("Double Quote \"");
Console.WriteLine("Back Slash \\");
char charA = 'A';
Console.WriteLine(charA);
charA = '\0';
Console.WriteLine("Now null: " + charA);
Console.WriteLine("\a");
Thread.Sleep(1000);
Console.Beep(); //another notification sound
object o1 = "Hi, I am an Object";
object o2 = 34;
string strObj = o1 as string;
Console.WriteLine(strObj);
Console.WriteLine(o1.GetHashCode() + " " + o1.GetType());
Console.WriteLine(o2.GetHashCode() + " " + o2.GetType());
Console.WriteLine(o1.Equals(o2));
string s1, s2; s1
= "String 1"; s2
= s1;
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2); s2
= "New String 1";
Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2); s1
= "c:\\NewFolder\\Hello\\P1.cs"; Console.WriteLine(s1);
```

```
s1 = @"c:\NewFolder\Hello\P1.cs";
Console.WriteLine(s1);
s1 = @"We can also write like
        this";
Console.WriteLine(s1);
bool isZero;
Console.WriteLine("\nFlow Control: (if)\ni is " + i);
if (i == 0)
{
    isZero = true; Console.WriteLine("i
    is Zero");
}
else
{
    isZero = false;
    Console.WriteLine("i is Non - zero");
}
Console.WriteLine("\nType in a string:");
string input;
input = Console.ReadLine();
if (input == "")
{
    Console.WriteLine("You typed in an empty string");
}
else if (input.Length < 5)
{
    Console.WriteLine("The string had less than 5 characters");
}
```

```
            else if (input.Length < 10)
            {
                Console.WriteLine("The string had at least 5 but less than 10
characters");
            }
            Console.WriteLine("The string was " + input);
            //Switch
            int integerA = 2;
            Console.WriteLine("\nSwitch:");
            switch (integerA)
            {
                case 1:
                    Console.WriteLine("integerA = 1");
                    break;
                case 2:
                    Console.WriteLine("integerA = 2");
                    break;
                case 3:
                    Console.WriteLine("integerA = 3");
                    break;
                default:
                    Console.WriteLine("integerA is not 1, 2, or 3"); break;
            }
            WriteGreeting(TimeOfDay.Afternoon);
            Console.WriteLine("Argument is: {0}", args[0]);
        }
        public enum TimeOfDay
```

```
        {
            Morning = 0,
            Afternoon = 1,
            Evening = 2
        }
        static void WriteGreeting(TimeOfDay timeOfDay)
        {
            switch (timeOfDay)
            {
                case TimeOfDay.Morning:
                    Console.WriteLine("Good morning!");
                    break;
                case TimeOfDay.Afternoon:
                    Console.WriteLine("Good afternoon!");
                    break;
                case TimeOfDay.Evening:
                    Console.WriteLine("Good evening!");
                    break;
                default:
                    Console.WriteLine("Hello!");
                    break;
            }
        }
    }
    public class Vector
    {
        public int value;
    }
```

}

Output:

```
E:\Sem-6\VS>p1.exe
FirstProgram
ScopeofVariables.
1:
0 90
1 90
2:
0 1 2
3 2 1 Constants
100is constantvalue
AnotherConstant:109

PredefinedDataTypes

ValueTypesandReferenceTypes
valiis:2 andvaljis:2
valiis:2 andvaljis:90 x
is:3andyis:3
x is:234andy is:234


IntegerTypes
33 33 3333 3333 3333

FloatandDouble:
11.22334and
11.2233445566779
Decimal:
111.222333444555666777888999

Boolean:
Status:True

Character:
SingleQuote'
DoubleQuote"
BackSlash\
A
Nownull:

Hi,I aman Object
-1735802816System.String
34 System.Int32
False
S1 is:String1 ands2is String1
S1 is:String1 ands2is NewString1
```

c:\NewFolder\Hello\P1.cs
c:\NewFolder\Hello\P1.cs We
canalso write like this

FlowControl:(if)
iis 25
iis Non- zero

Typeina string:
Pritesh
Thestringhadat least5 butlessthan 10characters
ThestringwasPritesh

Switch:
integerA= 2
Goodmorning!

Practical 2

Aim:

Print given pattern.

@ @ @ @ @

@ @ @ @

@ @ @

@ @

@

```
using System;
namespace Pattern
{
    class PatternExample
    {
        public static void Main()
        {
            int i,j;
            for (j = 5; j > 0; j--)
            {
                for (i = j; i > 0; i--)
                    Console.Write("@ ");
                Console.WriteLine();
            }
        }
    }
```

Output:

```
E:\Sem-6\VS\p2\p2>Pattern1.exe
@@@@@
@@@@
@@@
@@
@
```

Aim:

Print given pattern.

```
1
1 2
1 2 3
1 2 3 4
```

```
using System;
namespace Pattern
{
    class patternExample
    {
        public static void Main()
        {
            int i, j;
            for (j = 1; j < 5; j++)
            {
                for (i = 1; i <= j; i++)
                    Console.Write(i + " ");
                Console.WriteLine();
            }
        }
    }
}
```

Output:

```
E:\Sem-6\VS\p2\p2>Pattern2.exe
1
12
123
1234
```

Aim:

Prompt a user to input his/her name and country name and print on console

```
using System;

public class userdata

{

    public static void Main()

    {

    string name, country; Console.Write("Enter Your Name: "); name =
    Console.ReadLine(); Console.Write("Enter Your Country: "); country =
    Console.ReadLine();
    Console.WriteLine("Hello " + name + " from country " + country);
    Console.ReadKey();

    }

}
```

Output:

```
E:\Sem-6\VS\p2\p2>Read.exe
Enteryourname:
Pritesh
EnteryourCity:
rajkot
HelloPriteshfrom cityRajkot
```

Aim:

Demonstrate inheritance to define Car class and derive Maruti and Mahindra

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;


namespace Inheritance

{

   class Program

   {

      class Car

      {

         protected String fuel, id, name;


      }


      class Maruti : Car

      {

         internal Maruti(String fuel, String id, String name)

         {

            this.fuel = fuel;

            this.id = id;

            this.name = name;

            Console.WriteLine("car id is {0} car name is {1} car fuel type {2}", this.id, this.name, this.fuel);

         }
```

```
    }
    class Mahindra : Car
    {
      internal Mahindra(String fuel, String id, String name)
      {
        this.fuel = fuel;
        this.id = id;
        this.name = name;
        Console.WriteLine("car id is {0} car name is {1} car fuel type {2}", this.id, this.name, this.fuel);
      }
    }
    static void Main(string[] args)
    {

      // Car car = new Car();
      Maruti maruti = new Maruti("petrol", "1", "maruti");
      Mahindra mahindra = new Mahindra("diesel", "2", "mahindra"); Console.ReadKey();
    }
  }
}
```

Output:

```
E:\Sem-6\VS\p2\p2>Inheritance.exe
Thisismaruticlass
ThisisMahindraclass...
```

Practical 3

Aim:

Method overloading.

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

namespace MethodOverloading
{
    class Vector

    {
        public int x, y, z;
        public Vector()
        { }

        public Vector(int x, int y, int z)
        {
            this.x = x;
            this.y = y;
            this.z = z;
        }

    }
```

```
class Program
{
    public void add(int a, int b)
    {
        int c = a + b;
        Console.WriteLine(c);
    }
    public   void   add(Vector a, Vector b)
    {
        Vector temp = new Vector();
        temp.x = a.x + b.x;
        temp.y = a.y + b.y;
        temp.z = a.z + b.z;

        Console.WriteLine("{0} {1} {2}", temp.x, temp.y, temp.z);

    }
    public void add(int [,] x , int [,] y)
    {
        int[,] result = new int[3, 3];

        for (int i = 0; i < 3; i++)
        {
            for (int j = 0; j < 3; j++)
            {
                result[i, j] = x[i, j] + y[i, j];

                Console.Write(result[i, j] + " ");
```

```
            }

            Console.WriteLine();
        }
    }
    static void Main(string[] args)
    {

        Program p = new Program();

        p.add(10, 20);
        Vector a = new Vector(1, 2, 3);
        Vector b = new Vector(4, 5, 6);
        p.add(a, b);
        int[,] x= new int[3, 3];

        Console.Write("Enter first Matrix");
        for (int i = 0; i < 3; i++)
        {
            for (int j = 0; j < 3; j++)
            {
                x[i, j] = Convert.ToInt32(Console.ReadLine());
            }
        }
            int[,] y = new int[3, 3];
        Console.Write("Enter secoond Matrix"); for
        (int i = 0; i < 3; i++)
        {
```

```
                    for (int j  = 0; j  < 3; j++)
                    {
                        y[i, j] = Convert.ToInt32(Console.ReadLine());
                    }
                }
                    p.add(x,  y); Console.ReadLine();
            }
            }
    }
```

Output:

```
E:\Sem-6\VS\p2\p2>P3.1.exe
EnterNumber1:
1
EnterNumber2:
2
AdditionofNumber:3

EnterVector1:
1
2
EnterVector2:
3
1
Additionof vector:x=4,y=3

Additionof twometrics:
Addition:6
Addition:8
Addition:10
Addition:12
```

Aim:

Constructor overloading

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

namespace constructoroverload
{
    class StudentData
    {
        String branch, name;
        int enrollment;

        public StudentData()
        {

        }
        public StudentData(String name)
        {
            this.name = name;
            Console.WriteLine("{0}", this.name);
        }
        public StudentData(String name, int enrollment)
        {
            this.name = name;
            this.enrollment = enrollment;
            Console.WriteLine("{0} {1}",this.name,this.enrollment );
        }
        public StudentData(String name, int enrollment, String branch)
        {
            this.name = name;
            this.enrollment = enrollment;
            this.branch=branch;
            Console.WriteLine("{0} {1} {2}", this.name, this.enrollment,this.branch);

        }
    }
    class Overload
```

```
    {

        static void Main(string[] args)
{
          StudentData s1 = new StudentData("Pritesh");
            StudentData s2 = new StudentData("Pritesh",63);
            StudentData s3 = new StudentData("Pritesh",
            63,"CE"); Console.ReadLine();
        }

    }
}
```

Output:

```
E:\Sem-6\VS\p2\p2>P3.2.exe
FirstConstructorinitiated..
SecondConstructorinitiated.
.
ThirdConstructorinitiated..
```

Practical 4

Aim:

Reflection Api

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

namespace  p4
{

    class StudentData
    {
        String name, branch;
        String enrollment;
        public StudentData()
        {
        }
        public StudentData(String name)
        {
            this.name = name;
            Console.WriteLine("{0} ", this.name);
        }

        public StudentData(String name, String enrollment)
        {
```

```
            this.name = name;
            this.enrollment = enrollment;
            Console.WriteLine("{0} {1}", this.name, this.enrollment);
        }
        public StudentData(String name, String enrollment, String branch)
        {
            this.name = name;
            this.enrollment = enrollment;
            this.branch = branch;
            Console.WriteLine("{0} {1} {2}", this.name, this.enrollment,
this.branch);
        }

        public void print()
        {
            Console.WriteLine("{0} ", this.name);

        }

    }
    class Program
    {
        static void Main(string[] args)
        {
            Type T = Type.GetType("p4.StudentData");
            Console.WriteLine("constructor");
            ConstructorInfo[] c = T.GetConstructors();
            foreach (ConstructorInfo constructor in c)
```

```
                {
                    Console.WriteLine(constructor.ToString());
                }
                Console.WriteLine("Methods"); MethodInfo[] m =
                T.GetMethods(); foreach
                (MethodInfo method in
                m)
                {
                    Console.WriteLine(method.ToString());
                }

                Console.ReadKey();
            }
    }
}
```

Output:

```
E:\Sem-6\VS\p2\p2>Reflection.exe
System.Int32get_ID
System.Voidset_ID
System.Stringget_Name
System.Voidset_Name
System.VoidprintID
System.VoidprintName
System.StringToString
System.BooleanEquals
System.Int32GetHashCode
System.TypeGetType

Properties System.Int32ID System.StringName

Constructors
Void.ctor(Int32,System.String) Void.ctor()
```

Practical 5

Aim:

Copy data from one file to another using StreamReader and StreamWriter class.

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

namespace CopyFile2
{

    public class FileCopy
    {

        public void copyFile(String file1, String file2)
        {
            using (StreamReader reader = new StreamReader(file1))
            using (StreamWriter writer = new StreamWriter(file2))
            {
                String line = null;
                while ((line = reader.ReadLine()) != null)
                {
                    writer.WriteLine(line);
                }
            }
        }
```

```
    }
    class copyfile2
    {
        static void Main(string[] args)
        {
            FileCopy fc = new FileCopy();
            String file1 = @"D:\Pritesh\DOTNET PRACTICAL\DOTNET\file1.txt";
            String file2 = @"D:\Pritesh\DOTNET PRACTICAL\DOTNET\file1.txt";
            fc.copyFile(file1, file2);
        }
    }
}
```

Output:

```
D:\5HY4M\DOTNET PRACTICAL\DOTNET>cd CopyFile2

D:\5HY4M\DOTNET PRACTICAL\DOTNET\CopyFile2>csc copyfile2.cs
Microsoft (R) Visual C# Compiler version 2.10.0.0 (b9fb1610)
Copyright (C) Microsoft Corporation. All rights reserved.


D:\5HY4M\DOTNET PRACTICAL\DOTNET\CopyFile2>copyfile2

D:\5HY4M\DOTNET PRACTICAL\DOTNET\CopyFile2>
```

Aim:

Write a C# Program to Read Lines from a File until the End of File is Reached.

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

namespace CopyFile
{
    class CopyFile
    {
        static void Main(string[] args)
        {
            String file1 = @"D:\Pritesh\DOTNET PRACTICAL\DOTNET\file1.txt";
            String file2 = @"D:\Pritesh\DOTNET PRACTICAL\DOTNET\file2.txt";
            using (StreamReader reader = new StreamReader(file1))
            using (StreamWriter writer = new StreamWriter(file2))
                writer.Write(reader.ReadToEnd());

        }
    }
}
```

Output:

```
E:\Sem-6\VS\p2\CopyFile2>cd ..
cd CopyFile1
csc copyfile1.cs
copyfile1
file copied !
```

Aim:

List Files in a Directory

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

namespace CountFileDirectory
{
    class Program
    {
        static void Main(string[] args)
        {
            string[] Directories = Directory.GetDirectories(@"D:\Pritesh\DOTNET
PRACTICAL\DOTNET");
            foreach (string dir in Directories)
            {
                Console.WriteLine(dir);
            }
            string[] Files = Directory.GetFiles(@"D:\Pritesh\DOTNET PRACTICAL\DOTNET");
            foreach (string f in Files)
            {
                Console.WriteLine(f);
            }
            Console.ReadKey();
```

```
            }
        }
    }
```

Output:

```
E:\Sem-6\VS\p2\p2>csc filecount.cs
Filecount
Constructoroverload
Copyfile1
Copyfile2
DataEntry
DotNet
Filecount
Inheritance Demo
Methodoverload
Pattern1
Pattern2
File1.txt
File2.txt
```

Practical 6

Aim:

Windows Form Application for Student Registration and store student Details in DataBase.

Form1.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel; using
System.Data;
using System.Drawing;
using System.Linq; using
System.Text;
using System.Windows.Forms; using
System.Data.SqlClient; using
System.IO;

namespace StudentRegistration
{
    public partial class Form1 : Form
    {
        String gender="";
        string imgPath, imgstudent;
        private object radioButton1;
```

```
public Form1()
{
    InitializeComponent();
}
private void label1_Click(object sender, EventArgs e)
{

}
private void textLname_TextChanged(object sender, EventArgs e)
{

}
private void radioButton1_CheckedChanged(object sender, EventArgs e)
{
    gender = "Male";
}
private void openFileDialog1_FileOk(object sender, CancelEventArgs e)
{

}
private void btnSave_Click(object sender, EventArgs e)
{
      string source = @"Data Source=(LocalDB)\MSSQLLocalDB;AttachDbFilename=C:\Users\
      Documents\Dat abase1.mdf;Integrated Security=True;Connect Timeout=30";
    string select = "select count(*) from Student";
    SqlConnection conn = new SqlConnection(source);
    SqlCommand cmd = new SqlCommand(select, conn);
```

```
        conn.Open();

        int i = Convert.ToInt16(cmd.ExecuteScalar()); int

        pkStudent = i + 1;

        string insert = "insert into Student (pkStudent,
        fname,lname,dob,imgstudent,gender,mobile,email) values ( '' + pkStudent + '','''
        + txtFname.Text + ''','''+ txtLname.Text +''','''+ dob.Value.Date + ''','''' +
        (imgPath == null ? '''' : imgPath) + ''','''+
        gender+''','''+txtMobile.Text + ''','''' + txtEmail.Text + '''')''; cmd =

        new SqlCommand(insert, conn);

        i = cmd.ExecuteNonQuery();

        MessageBox.Show("You are Done!!!");

        InitializeComponent();

    }

    private void btnCancel_Click(object sender, EventArgs e)

    {

        Environment.Exit(0);

    }

    private void Form1_Load(object sender, EventArgs e)

    {



    }

    private void rdoFemale_CheckedChanged(object sender, EventArgs e)

    {

        gender = "Female";

    }

    private void btnImage_Click(object sender, EventArgs e)

    {

        openFileDialog1.Filter = "Jpg|*.jpg";

        if (openFileDialog1.ShowDialog() == DialogResult.OK)
```

```
            {
                imgPath = @"D:\Pritesh\Pics..!!\" + openFileDialog1.SafeFileName;
                pictureBox1.Image = Image.FromFile(openFileDialog1.FileName);
                //MessageBox.Show(imgPath);
            }
        }
    }
}
```

Practical 7

Aim:

Perform validation using Validation Controls

WebForm1.cs

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="Practical7.WebForm1"  %>


<!DOCTYPE  html>

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

<head runat="server">

    <title></title>

</head>

<body>

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

        <div>

        <asp:Label ID="Label1" runat="server" Text="Name"></asp:Label>

 <asp:TextBox ID="txtName" runat="server"></asp:TextBox>

        <asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
ControlToValidate="txtName" ErrorMessage="field must not be empty" ForeColor="Red" ToolTip="Enter
value">*</asp:RequiredFieldValidator>

            <br />

            <br />

       <asp:Label ID="Label2" runat="server" Text="Password"></asp:Label>  <asp:TextBox

ID="txtPwd" runat="server" TextMode="Password" ></asp:TextBox>

       <asp:CompareValidator ID="CompareValidator1" runat="server"
ControlToCompare="txtCPwd" ControlToValidate="txtPwd" ErrorMessage="Password &amp;
cpassword must be same" ForeColor="Red" ToolTip="Enter pasword">*</asp:CompareValidator>
```

```
                <br />

                <br />

        <asp:Label ID="Label3" runat="server"  Text="C Password"></asp:Label>

 <asp:TextBox ID="txtCPwd" runat="server"  TextMode="Password"></asp:TextBox>

                <br />

                <br />

        <asp:Label ID="Label4" runat="server" Text="Sem"></asp:Label>

 <asp:TextBox ID="txtSem" runat="server"></asp:TextBox>

        <asp:RangeValidator ID="RangeValidator1" runat="server"
ControlToValidate="txtSem" ErrorMessage="Not valid sem" ForeColor="Red"
MaximumValue="8" MinimumValue="1" ToolTip="Enter sem"
Type="Integer">*</asp:RangeValidator>

        <asp:CustomValidator ID="CustomValidator1" runat="server"
ControlToValidate="txtSem" ErrorMessage="enter even semester" ForeColor="Red"
OnServerValidate="CustomValidator1_ServerValidate" ToolTip="enter even
semester">*</asp:CustomValidator>

                <br />

                <br />

        <asp:Label ID="Label6" runat="server" Text="Phone no"></asp:Label>

 <asp:TextBox ID="txtPhone" runat="server"></asp:TextBox>

        <asp:RegularExpressionValidator ID="RegularExpressionValidator1"
runat="server" ControlToValidate="txtPhone" ErrorMessage="Invalid phone no"
ForeColor="Red" ToolTip="Enter phone" ValidationExpression="[0-
9]{10}">*</asp:RegularExpressionValidator>

                <br />

                <br />

                <asp:Label ID="Label5" runat="server" Text="Email"></asp:Label>

 <asp:TextBox ID="txtEmail" runat="server"></asp:TextBox>

                <asp:RegularExpressionValidator ID="RegularExpressionValidator2"
runat="server" ControlToValidate="txtEmail" ErrorMessage="Invalid email"
ForeColor="Red" ToolTip="Enter email" ValidationExpression="\w+([-+.']\w+)*@\w+([-
.]\w+)*\.\w+([-.]\w+)*">*</asp:RegularExpressionValidator>

                <br />
```

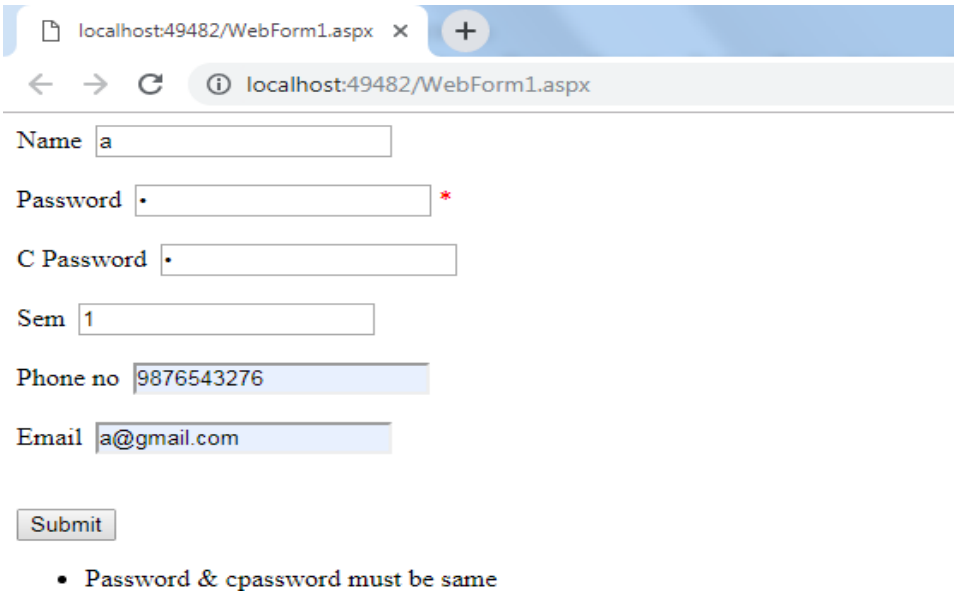
```
            <br />
            <br />
            <asp:Button ID="Button2" runat="server" Text="Submit" />
            <br />
            <asp:ValidationSummary ID="ValidationSummary1" runat="server" />
            <br />
        </div>
    </form>
</body>
</html>
```

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 Practical7
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {
```

```
        }
        protected void CustomValidator1_ServerValidate(object source,
        ServerValidateEventArgs args)
        {
            if (Convert.ToInt16(args.Value) % 2 == 0)
            {
                args.IsValid = true;
            }
            else
            {
                args.IsValid = false;
            }
        }
    }
}
```

Output:



Practical 8

Aim:

Introduction to Master Pages

Site1.Master

```
<%@ Master Language="C#" AutoEventWireup="true" CodeBehind="Site1.master.cs" Inherits="Practical_8.Site1"
%>

<!DOCTYPE  html>

<html>

<head runat="server">

    <title></title>

    <asp:ContentPlaceHolder ID="head" runat="server">

    </asp:ContentPlaceHolder>

</head>

<body>

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

    <table     border="1"  >

        <tr>

            <td    colspan="2">

                <asp:Label ID="lblheader" runat="server" Text="Header"></asp:Label>

            </td>

        </tr>

        <tr>

            <td>

                <asp:Button ID="btnsearch" runat="server" Text="search" />

                <asp:TextBox ID="txtsearch" runat="server"></asp:TextBox>

            </td>
```

```
            <td class="style3">
                <asp:ContentPlaceHolder ID="ContentPlaceHolder1" runat="server"> content
                    page
                </asp:ContentPlaceHolder>
            </td>
        </tr>
        <tr>
            <td   colspan="2">
                <asp:Label ID="lblfooter" runat="server" Text="Footer"></asp:Label>
            </td>
        </tr>
    </table>
    </form>
    </body>
</html>
```

Site1.Master.cs

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

namespace Practical_8
{
    public partial class Site1 : System.Web.UI.MasterPage
```

```
    {
        protected void Page_Load(object sender, EventArgs e)
        {
        }
        public Label LblHeader
        {
            get
            {
                return lblheader;
            }
        }
        public Button BtnSearch
        {
            get
            {
                return btnsearch;
            }
        }
        public TextBox TxtSearch
        {
            get
            {
                return txtsearch;
            }
        }
    }
}
```

Webform1.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master" AutoEventWireup="true"
CodeBehind="WebForm1.aspx.cs" Inherits="Practical_8.WebForm1"
%>

<asp:Content ID="Content1" ContentPlaceHolderID="ContentPlaceHolder1" runat="server">

    <asp:TextBox ID="txtname" runat="server" ></asp:TextBox>

<asp:Button ID="Button1" runat="server" Text="Set Header" onclick="Button1_Click" />

</asp:Content>
```

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 Practical_8

{

    public partial class WebForm1 : System.Web.UI.Page

    {

        protected void Page_Load(object sender, EventArgs e)

        {

        }

        protected void Button1_Click(object sender, EventArgs e)

        {

            ((Site1)Master).LblHeader.Text = txtname.Text;
```

```
        }
    }
}
```

Webform2.aspx

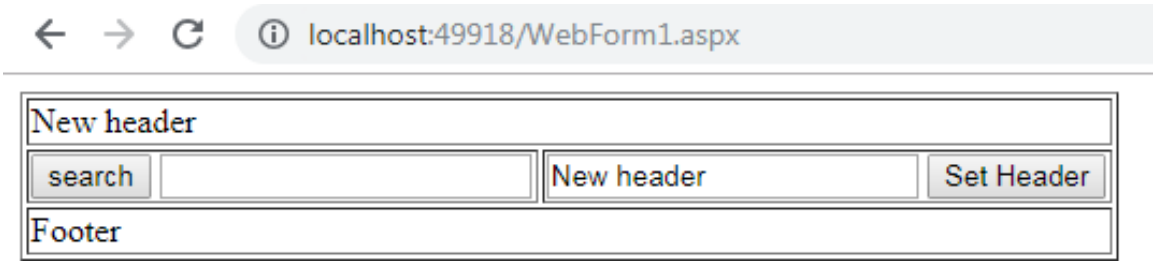
```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master" AutoEventWireup="true"
CodeBehind="WebForm2.aspx.cs" Inherits="Practical_8.WebForm2"
%>

<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1" runat="server">

    <asp:GridView ID="grdstudent" runat="server">

</asp:GridView>

</asp:Content>
```

Webform.aspx.cs

```
using System;

using System.Collections.Generic; using

System.Linq;

using System.Web; using

System.Web.UI;

using System.Web.UI.WebControls; using

System.Data.SqlClient;


namespace Practical_8

{

    public partial class WebForm2 : System.Web.UI.Page

    {

        protected void Page_Init(object sender, EventArgs e)

        {
```

```
            ((Site1)Master).BtnSearch.Click += new EventHandler(BtnSearch_Click);
        }

        void BtnSearch_Click(object sender, EventArgs e)
        {
            getData();
        }
        protected void Page_Load(object sender, EventArgs e)
        {
        }
        void getData()
        {
            string s = ((Site1)Master).TxtSearch.Text;
            Console.WriteLine(s);
             string source = @"Data
             Source=(LocalDB)\MSSQLLocalDB;AttachDbFilename=C:\Users\Documents\Dat
             abase1.mdf;Integrated Security=True;Connect Timeout=30";
             string select = "select * from student where fname like '%" +
             ((Site1)Master).TxtSearch.Text + "%'";
            SqlConnection con = new SqlConnection(source);
            SqlCommand cmd = new SqlCommand(select, con);
            con.Open();
            SqlDataReader reader = cmd.ExecuteReader();
            grdstudent.DataSource = reader;
            grdstudent.DataBind();
            con.Close();
        }
    }
}
```

Output:


localhost:49918/WebForm1.aspx
New header
search
New header
Set Header
Footer