Lab Manual

.NET

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VVPEC CE Sem-6

Contents

Practical 1

Aim:

Introduction to c#

Variables:

Initialization

Scope

Constant

Flow Control

Conditional Statements(if, switch)

Loop(for, while, dowhile, foreach)

Jump(goto, break, continue, return)

Eumerations

Passing Arguments

```
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:
111.2223334445556667778889999

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) 160470107011

         Reflecti on
```

```
                    {
                        Console.WriteLine(constructor.ToString());
                    }
                    Console.WriteLine("Meth
                    ods");  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

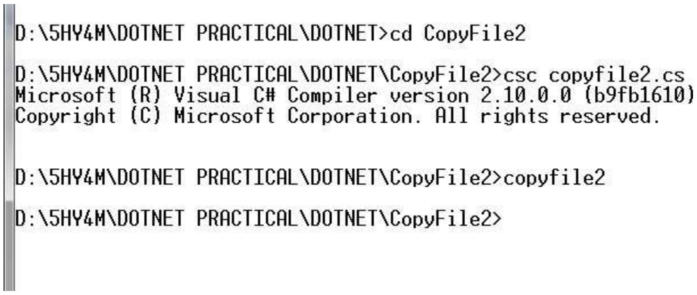
Aim:

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>

&nbsp;<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> &nbsp;<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  />
```

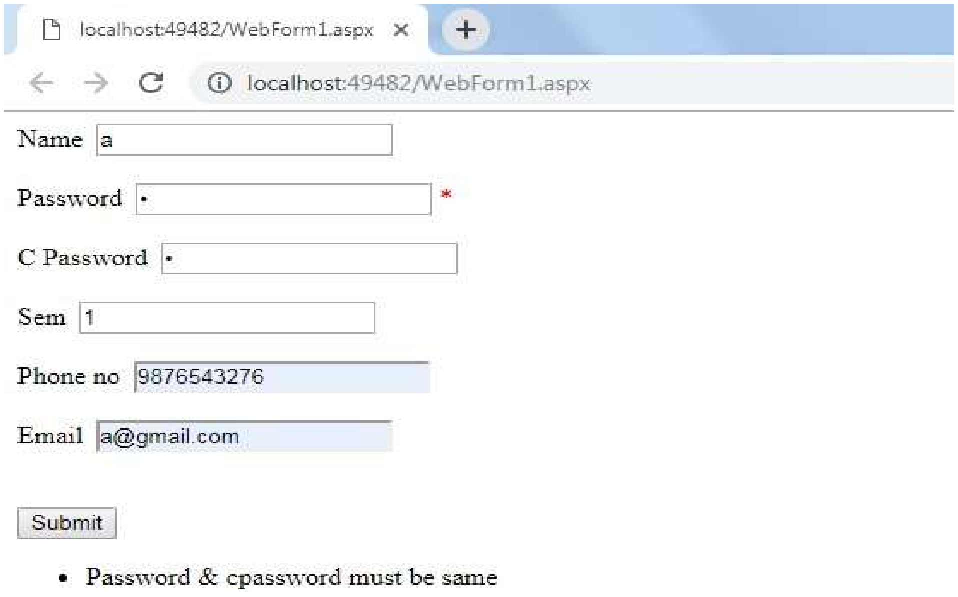
```
                    <asp:Label ID="Label3" runat="server" Text="C Password"></asp:Label>

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

                    <br />

                    <br />

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

&nbsp;<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>

&nbsp;<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>

&nbsp;<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:



Name a

Password • *

C Password •

Sem 1

Phone no 9876543276

Email a@gmail.com

Submit

- Password & cpassword must be same

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

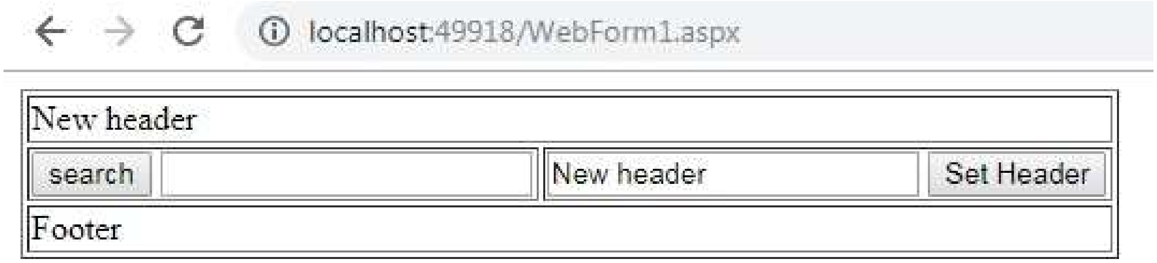
```
<%@    Page    Title=""    Language="C#"    MasterPageFile="~/Site1.Master"    AutoEventWireup="true"
CodeBehind="WebForm2.aspx.cs" Inherits="Practical_8.WebForm2"
```

```
%>

<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

New header

Footer