

Experiment 8

Aim: - Create an application in which user is allowed to upload the file on the server.

Code: -

1. Webform1.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="Lab8B.WebForm1" %>

<!DOCTYPE html>

<html xmlns="http://www.w3.org/1999/xhtml">
<head runat="server">
    <title></title>
    <script type="text/javascript">
        function showpreview(input) {

            if (input.files && input.files[0]) {

                var reader = new FileReader();
                reader.onload = function (e) {
                    document.getElementById('imgpreview').setAttribute('style',
'visibility: visible;');
                    document.getElementById('imgpreview').setAttribute('src',
e.target.result);
                }
                reader.readAsDataURL(input.files[0]);
            }

        }
    </script>
</head>
<body>
    <form id="form1" runat="server">
        <div>

            <asp:FileUpload ID="FileUpload1" runat="server"
onchange="showpreview(this);" />
            <br />
            <p>Please attach a png or jpeg image of less than 25000 bytes</p>
            <br />
            <asp:Button ID="Button2" runat="server" Text="Upload file" Width="131px"
OnClick="Button2_Click" />
            <br />
            <img id="imgpreview" height="200" width="200" src="" style="border-width:
0px; visibility: hidden; " />

        </div>
    </form>
</body>
</html>
```

2. 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 Lab8B
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

        protected void Button2_Click(object sender, EventArgs e)
        {
            if (FileUpload1.HasFile)
            {
                if (FileUpload1.PostedFile.ContentType == "image/jpeg" ||
FileUpload1.PostedFile.ContentType == "image/png")
                {
                    if (FileUpload1.PostedFile.ContentLength <= 25000)
                    {
FileUpload1.PostedFile.SaveAs("D://IT027//WT//lecture1//lecture1//upload_doc//" +
FileUpload1.FileName.ToString());
                        Response.Write("File saved");
                    }
                    else
                        Response.Write("Attach a smaller file");
                }
                else
                    Response.Write("Attach an image only");
            }
            else
                Response.Write("Please attach a file");
        }
    }
}
```

3. Output

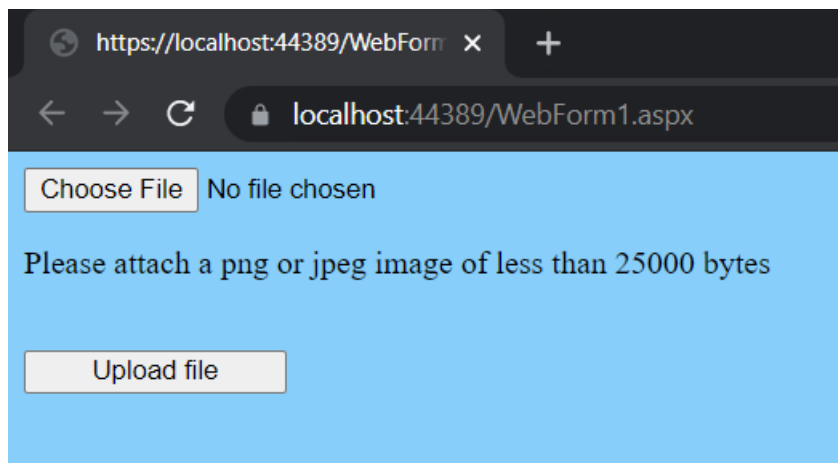


Fig 1. Layout

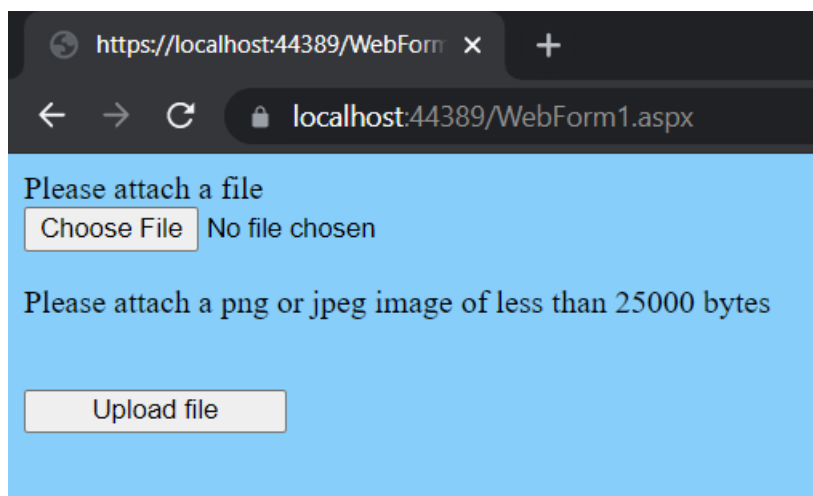


Fig 2. Error

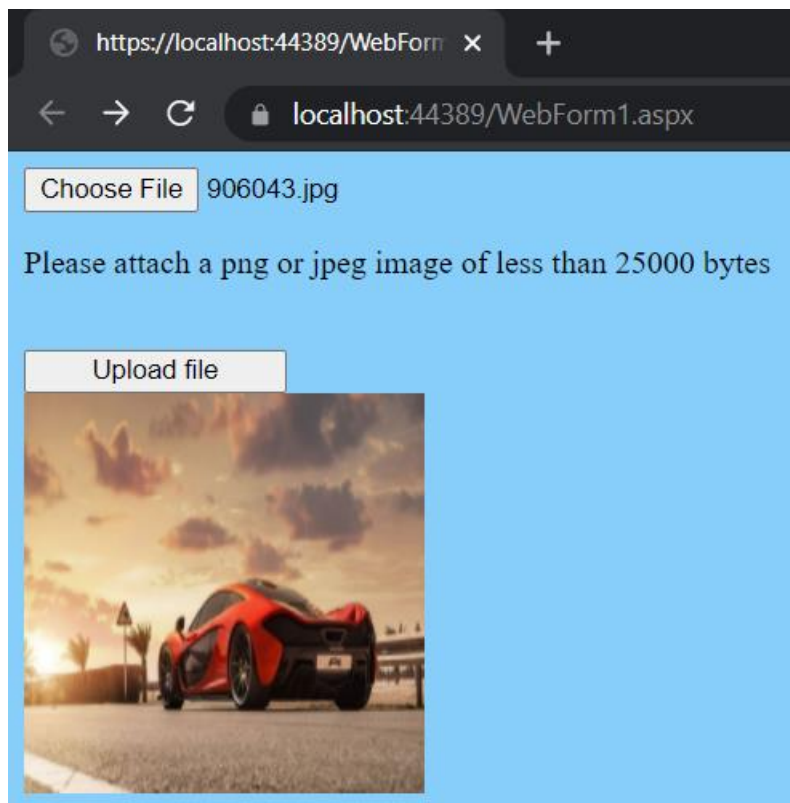


Fig 3. Uploading Image