Unit 11

[Supplement] Messaging System - e-mailing

➢Supplement- Messaging System (E-Mailing)

Messaging Services:

Electronic Mailing (e-mail) is a component of the ASP.NET messaging system. Exploring the messaging system is not within the scope of this scope. But we will look at the API provided by ASP.NET to send and receive common e-mails on the web.

Following is a small e-mail client application.

```
<%@ Page Language="C#" AutoEventWireup="true" CodeFile="SendMail.aspx.cs" Inherits="SendMail" %>

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head runat="server">
  <title></title>
</head>
<body>
  <form id="form1" runat="server">
  <div>
    Message to:
    <asp:TextBox ID="txtTo" runat="server"></asp:TextBox>
    <br />
    Message from:
    <asp:TextBox ID="txtFrom" runat="server"></asp:TextBox>
    <br />
    Subject:
    <asp:TextBox ID="txtSubject" runat="server"></asp:TextBox>
    <br />
    Message Body:
    <br />
    <asp:TextBox ID="txtBody" runat="server" Height="171px" TextMode="MultiLine"
      Width="270px"></asp:TextBox>
    <br />
    <asp:Button ID="Btn_SendMail" runat="server" onclick="Btn_SendMail_Click"
      Text="Send Email" />
    <br />
    <br />
    <asp:Label ID="Label1" runat="server" Text="Label"></asp:Label>
  </div>
  </form>
</body>
```

Example supplement 1-a: Creating an e-mail client

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Following is the code behind used to trigger when the "Send Email" button is pressed.

```
using System;
using System.Web.UI.WebControls;
using System.Net.Mail;

public partial class SendMail : System.Web.UI.Page
{  protected void Btn_SendMail_Click(object sender, EventArgs e)
   {  MailMessage mailObj = new MailMessage(txtFrom.Text, txtTo.Text, txtSubject.Text, txtBody.Text);
      SmtpClient SMTPServer = new SmtpClient("localhost");
      try
      {  SMTPServer.Send(mailObj); }
      catch (Exception ex)
      {  Label1.Text = ex.ToString(); }
   }
}
```

Example supplement 1-b: The code behind for the e-mail client

Note however that, if you are using the UHCL email server, you might want to set the 'host' and the 'port' as follows.

```
protected void Btn_SendMail_Click(object sender, EventArgs e)
 {
   String msgTo = "Reciever's email";
   String msgSubject = "Message Subject";
   String msgBody = "Message Body";

   MailMessage mailObj = new MailMessage();
   mailObj.Body = msgBody;
   mailObj.From = new MailAddress("Sender's Email", "Name to displayed for sender ex. Outdoor Equipment Team");
   mailObj.To.Add(new MailAddress(msgTo));
   mailObj.Subject = msgSubject;
   mailObj.IsBodyHtml = true;

   SmtpClient SMTPClient = new System.Net.Mail.SmtpClient();
   SMTPClient.Host = "smtp.gmail.com";
   SMTPClient.Port=587;
   SMTPClient.Credentials = new NetworkCredential("Sender's Email", "Sender's Email Password");
   SMTPClient.EnableSsl = true;
   try{ SMTPClient.Send(mailObj); }
   catch (Exception) { Label1.Text = ex.ToString(); }
   }
```

Example supplement 1-c: Probable code behind for a e-mail client at UHCL

Note : Students who are using their Gmail have to go to the following link to enable their web application to send emails through Gmail.

https://support.google.com/accounts/answer/6010255?hl=en