#### Practical No. 8

#### **AJAX**

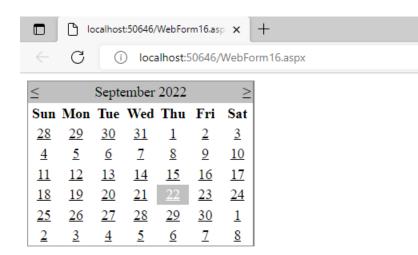
Drag and drop a calendar control on a web form and run the program to see the flickering effect on selecting a date in the calendar.

#### Then

Use the above along with UpdatePanel control to remove the flickering effect.

## WebForm1.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"</pre>
Inherits="Practical_8.WebForm1" %>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"</pre>
"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">
        <asp:ScriptManager ID="ScriptManager1" runat="server">
        </asp:ScriptManager>
        <asp:UpdatePanel ID="UpdatePanel1" runat="server">
            <ContentTemplate>
                <asp:Calendar ID="Calendar1" runat="server"></asp:Calendar>
            </ContentTemplate>
        </asp:UpdatePanel>
        </form>
    </body>
    </html>
Output+``
```



Demonstrate the use of UpdateProgress Control by showing that the loading is in process using a text and a gif file.

# WebForm2.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"</pre>
Inherits="Practical 8.WebForm2" %>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"</pre>
"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">
        <asp:ScriptManager ID="ScriptManager1" runat="server">
        </asp:ScriptManager>
            <asp:UpdateProgress ID="UpdateProgress1" runat="server">
                    <ProgressTemplate>
                        Processing.....
                    </ProgressTemplate>
            </asp:UpdateProgress>
            <asp:UpdatePanel ID="UpdatePanel1" runat="server">
                <ContentTemplate>
                    <asp:Button ID="Button1" runat="server" Text="Click Me"</pre>
onclick="Button1 Click" />
                </ContentTemplate>
            </asp:UpdatePanel>
        </form>
    </body>
    </html>
WebForm2.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 WebForm2 : System.Web.UI.Page
        protected void Page_Load(object sender, EventArgs e)
        {
        }
        protected void Button1 Click(object sender, EventArgs e)
        {
            System.Threading.Thread.Sleep(3000);
        }
```

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```
}
```

#### Output

```
localhost:44329/WebForm2.aspx × +

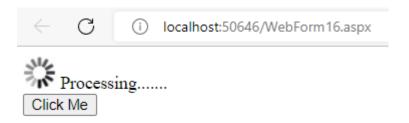
← → C ♠ https://localhost:44329/WebForm2.aspx

Processing......

Click Me
```

Add the below source to see the effect of gif file.

### Output



Use timer control to display the time details on a web page where it is seen that the time gets updated every 3 seconds

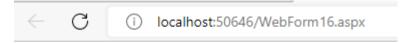
### **Timer Control**

WebForm3.aspx

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```
<body>
        <form id="form1" runat="server">
        <asp:ScriptManager ID="ScriptManager1" runat="server">
        </asp:ScriptManager>
        <asp:Timer ID="Timer1" Interval = "3000" runat="server" ontick="Timer1_Tick">
        </asp:Timer>
            <asp:UpdatePanel ID="UpdatePanel1" runat="server">
                <ContentTemplate>
                    <asp:Label ID="Label1" runat="server" Text="Label"></asp:Label>
                </ContentTemplate>
                <Triggers>
                    <asp:AsyncPostBackTrigger ControlID="Timer1" EventName="Tick"/> />
</Triggers>
            </asp:UpdatePanel>
        </form>
    </body>
    </html>
WebForm3.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 WebForm3 : System.Web.UI.Page
        protected void Page_Load(object sender, EventArgs e)
        {
        }
        protected void Timer1_Tick(object sender, EventArgs e)
            Label1.Text = DateTime.Now.ToString();
        }
    }
}
```

# Output



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