LAB MANUAL

DOT NET

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Practical 1

AIM : Introduction to C#

Variables:

  Initialization

  Scope

  Constant

Predefined Data Types

  Value Types

  Reference TYpes

Flow Control

  Conditional Statements(if, switch)

  Loop(for, while, dowhile, foreach)

  Jump(goto, break, continue, return)

Eumerations

Passing Arguments

Program 1

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


namespace aim
```

```
{
    class Program {
             static int newint=100;
             public enum TimeOfDay
             {
             Morning = 0,
             Afternoon = 1,
             Evening = 2
             }
        public static void Main(string[] args)
        {
            Console.WriteLine("\n integer types");
            sbyte sb = 10;
            short s = 33;
            int i = 10;
            long l = 33L;
            byte b = 22;
            ushort us = 33;
            uint ul = 33u;
            ulong ulo = 33ul;
            Console.WriteLine("{0},{1},{2},{3},{4},{5},{6},{7}", sb, s, i, l, b, us,
ul, ulo);
            float f = 1.122345656767f;
            double d = 12.1234455657878797;
            Console.Write("\nFloat and Double:\n");
            Console.WriteLine("{0} and \n{1}", f, d);
                    decimal dec=111.666666666666666666666M;
                    Console.WriteLine("decimal:\n{0} ",dec);
                    Console.WriteLine("\nBoolean:");
bool boolean =true;
```

```
                Console.WriteLine("Status: " + boolean);
        //  Console.ReadLine();
                char character ='d';
                Console.WriteLine(character);
                character = '\0';
                Console.WriteLine("Now null: " + character);
                object o1 = "Hi, I am ALICE";
                object o2 = 15.3454365;
                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 = "this is string";
                s2 = s1;
                Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
                s2 = "other string";
                Console.WriteLine("S1 is: {0} and s2 is {1}", s1, s2);
                s1 = "c:C:\\Users\\Dell\\source\\repos\\aim";
                Console.WriteLine(s1);
                s1 = @"c:C:\Users\Dell\source\repos\aim\aim";
                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 == 10)
                {
                    isZero = true;
                    Console.WriteLine("i is Zero {0}",isZero);
                    }
                    else
                    {
                    isZero = false;
                    Console.WriteLine("i is Non - zero");
                    }
                    int integerA = 1;
                    Console.WriteLine("\nSwitch:");
                    switch (integerA)
                    {
                    case 1:
                    Console.WriteLine("integerA = 1");
                    break;
                    case 2:
                    Console.WriteLine("integerA = 2");
                    //goto case 3;
                    break;
                    case 3:
                    Console.WriteLine("integerA = 3");
                    break;
                    default:
                    Console.WriteLine("integerA is not 1, 2, or 3");
                    break;}
WriteGreeting(TimeOfDay.Morning);
                    Console.WriteLine("Argument is: {0}",args[1]);

                     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;



                    }}
                    Console.WriteLine("Scope of Variables.\n1:");
            int newint=0;
                    int j;
            for (/*int*/ j = 0; j < 2; j++) //removing comment from for loop will
raise error
            {
//int j;
                //uncomment above line to error "A local variable named 'j' cannot be
declared in this
                //scope because it would give a different meaning to 'j', which is
already
                //used in a 'parent or current' scope to denote something else"
                Console.Write("{0} {1}\n", newint, Program.newint);
            }
```

```
                    Console.WriteLine("2:");
            for (int k = 0; k < 3; k++)
            {
                Console.Write("{0} ", k);
            }//Scope of k ends here
            Console.Write("\n");
            //Console.Write(k);
            //uncomment above line to see error "The name 'k' does not exist in the current context"
            for (int k = 3; k > 0; k--)
            {
                Console.Write("{0} ", k);
            }//scope of k ends here again


            Console.WriteLine("Constants");
                     const int valConst = 100; // This value cannot be changed.
            Console.WriteLine("{0} is constant value", valConst);
            //valConst = 45;
            //uncomment above line to see error "The left-hand side of an assignment must be a variable, property or indexer"
//const only allow constant variables into the expression
            const int valConst2 = valConst + 9 /* + j*/;
            //remove comments from the above line to see error "The expression being assigned to 'valConst2' must be constant"
            Console.WriteLine("Another Constant: {0}", valConst2);


            Console.WriteLine("\nPredefined Data Types\n\nValue Types and Reference Types");
            //Value 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);
            //Referece Types
            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);
            //If a variable is a reference, it is possible to indicate that it does
not refer to any object by setting its value to null:
            y = null;
            //Console.Write("Value for y is: " + y.value);
            //uncomment above line to see runtime exception
"System.NullReferenceException: Object reference not set to an instance of an
object."
//CTS

                    }

                    public class Vector
                    {
                    public int value;
                    }
```

```
First Program
Scope of Variables.
1:
0 90
1 90
2:
0 1 2
3 2 1 Constants
100 is constant value
Another Constant: 109

Predefined Data Types

Value Types and Reference Types
vali is: 2 and valj is: 2
vali is: 2 and valj is: 90
x is: 3 and y is:3
x is: 234 and y is:234


Integer Types
33 33 33 33 33 33 33 33

Float and Double:
11.22334 and
```

```
11.2233445566779
Decimal:

111.222333444555666777888999


Boolean:
Status: True


Character:
Single Quote '


c:\NewFolder\Hello\P1.cs

c:\NewFolder\Hello\P1.cs
We can also write

            like this
Type in a string:

abhay

The string had at least 5 but less than 10
characters The string was abhay


Switch:

integerA = 2
Good morning!


Type in a string:

nandinee

The string had at least 5 but less than 10
characters The string was abhay


Switch:
```

```
integerA = 2
Good morning!
```

Practical 2

AIM: Inheritance

Program 1

Perform following programs in c#.

1. Write console based program in code behind language VB or C# to print following pattern.

```
@ @ @ @ @
 @ @ @ @
@ @ @
@ @
@
```

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

namespace practical2
{
    class Program
    {
        static void Main(string[] args)
        {
            for(int i=5;i>0;i--)
            {
                for (int j = i; j > 0; j--)
                {
                    Console.Write("@");
                }
                Console.WriteLine(" ");
            }
            Console.ReadKey();
        }
    }
}
```

```
@ @ @ @ @
 @ @ @ @
@ @ @
@ @
@
```

Program 2

2.   Write console based program in code behind language VB or C# to print following pattern.

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

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

namespace practical2._1
{
    class Program
    {
        static void Main(string[] args)
        {
            for(int i=1;i<5;i++)
            {
                for(int j=1;j<=i;j++)
                {
           Console.Write(j+” ”);
                }
            Console.WriteLine();
            }
            Console.ReadKey();
        }
    }
}
```

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

Program 3

3. Write C# code to prompt a user to input his/her name and country name and then the output will be shown as an example below:

```
Hello Ram from country India
```

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

namespace practical2._2
```

```
{
    class Program
    {
        static void Main(string[] args)
        {
            string name;
            string country;
            Console.WriteLine("enter your name:");
            name=Console.ReadLine();
            Console.WriteLine("enter your country:");
            country = Console.ReadLine();
            Console.WriteLine("hello {0} from country {1}",name,country);
            Console.ReadKey();
        }

    }
```

```
E:\SEM-6 .NET\VS\p2\p2>Read.exe
Enter your name:

nandinee
Enter your City:

rajkot

Hello nandinee from city Rajkot
```

Program 4

4. What is inheritance? Create C# console application to define Car class and derive Maruti and Mahindra from it to demonstrate inheritance.

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

namespace practical2._3
{
    class car
    {
        public void Method1()
        {
            Console.WriteLine("this is the method of car class");
}
    }
    class maruti:car
    {
        public void method2()
        {
            Console.WriteLine("this is the method of maruti");
            Console.ReadKey();
        }
    }
    class mahindra:car
    {
        public void method3()
        {
            Console.WriteLine("this is the method of mahindra");
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            mahindra m = new mahindra();
            maruti m1 = new maruti();
            m.Method1();
            m1.Method1();
            Console.ReadKey();
        }
    }
```

```
E:\SEM-6 .NET\VS\p2\p2>Inheritance.exe
This is maruti class

This is Mahindra class...
```

Practical 3

AIM: Method & constructor overloading

Program 1

Write a c# program to add two integers, two vectors and two metric using method overloading.

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

namespace Practical3
{
    class Program
    {
        public void add(int a, int b)
        {
            int sum = a + b;
            Console.WriteLine("Addition is:{0}", sum);
        }
        public void add()
        {
            int i, j, n;
            int[,] arr1 = new int[50, 50];
            int[,] brr1 = new int[50, 50];
            int[,] crr1 = new int[50, 50];
            Console.Write("Input the size of the square matrix: ");

n = Convert.ToInt32(Console.ReadLine());
            Console.Write("Input elements in the first matrix :\n");
            for (i = 0; i < n; i++)
            {
                for (j = 0; j < n; j++)
                {
                    Console.Write("{0},{1}:", i, j);
                    arr1[i, j] = Convert.ToInt32(Console.ReadLine());
                }
            }
            Console.Write("Input elements in the Second matrix :\n");
            for (i = 0; i < n; i++)
            {
                for (j = 0; j < n; j++)
                {
                    Console.Write("{0},{1}:", i, j);
                    brr1[i, j] = Convert.ToInt32(Console.ReadLine());
                }
            }
            Console.Write("\nThe First matrix is :\n");
            for (i = 0; i < n; i++)
            {
                Console.Write("\n");
                for (j = 0; j < n; j++)
                    Console.Write("{0}\t", arr1[i, j]);
            }
            Console.Write("\nThe Second matrix is :\n");
            for (i = 0; i < n; i++)
{
                Console.Write("\n");
                for (j = 0; j < n; j++)
                    Console.Write("{0}\t", brr1[i, j]);
            }
            for (i = 0; i < n; i++)
            {
                for (j = 0; j < n; j++)
                {
                    crr1[i, j] = arr1[i, j] + brr1[i, j];
                }
            }
            Console.Write("\nAddition of Two Matrix:\n");
            for (i = 0; i < n; i++)
            {
                Console.Write("\n");
                for (j = 0; j < n; j++)
                {
                    Console.Write("{0}\t", crr1[i, j]);
                }
            }
        }
        public void add(Vector a, Vector b)
        {
            Vector result=new Vector();
            result.x = a.x + b.x;
            result.y = a.y + b.y;
            result.z = a.z + b.z;

Console.WriteLine("Addition of Two vectors is:");
            Console.WriteLine("<" + result.x + "," + result.y + "," + result.z +
">");
        }
    static void Main(string[] args)
    {
        Program p = new Program();
        Console.WriteLine("Value of a:");
        int a = Convert.ToInt32(Console.ReadLine());
        Console.WriteLine("Value of b:");
        int b = Convert.ToInt32(Console.ReadLine());
        p.add(a, b);
        p.add();
        Vector v1 = new Vector();
        Vector v2 = new Vector();
           // float x, y, z;
        Console.WriteLine("Enter 1st vector");
        Console.WriteLine("X:", v1.x);
       v1.x=Convert.ToInt32( Console.ReadLine());
            Console.WriteLine("Y:", v1.y);
           v1.y= Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Z:", v1.z);
          v1.z=  Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Enter 2nd vector");
            Console.WriteLine("X:", v2.x);
            v2.x = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Y:", v2.y);
            v2.y = Convert.ToInt32(Console.ReadLine());
Console.WriteLine("Z:", v2.z);
            v2.z = Convert.ToInt32(Console.ReadLine());
            p.add(v1, v2);
            Console.ReadLine();
    }
}
    public class Vector
        {
           public float x, y,z;
        }
}
```

```
E:\SEM-6 .NET\VS\p2\p2>P3.1.exe
Enter Number 1:

1
Enter Number 2:

2

Addition of Number:3


Enter Vector 1:
```

```
1

2
Enter Vector 2:

3

1
Addition of vector: x=4, y=3


Addition of two metrics:

Addition: 6
Addition: 8

Addition: 10

Addition: 12
```

Program 2

Write a c# program that create student object. Overload constror to create new instant with following details.

1. Name

2. Name, Enrollment

3. Name, Enrollment, Branch

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;


namespace P3_2_

{

    class Program

    {

        public int ID { get; set; }

        public string Name { get; set; }

        String name, branch;

        int enroll;

        Program(String Stname)

        {

            name = Stname;

            Console.WriteLine("1st Constructor:");

            Console.WriteLine("Student Name is "+Stname);

        }

        Program(String Stname,String Stbranch)

{

            name = Stname;

            branch = Stbranch;

            Console.WriteLine("2nd Constructor:");

            Console.WriteLine(Stname+" is in "+Stbranch+" branch");
        }
        Program(String Stname, String Stbranch ,int Stenroll)
        {
            name = Stname;
            branch = Stbranch;
            enroll = Stenroll;
            Console.WriteLine("3rd Constructor:");
            Console.WriteLine(Stname + " is in " + Stbranch+" having "+Stenroll+"
Enrollment ");
        }
        static void Main(string[] args)
        {Program p = new Program("nandinee");
            Program p1 = new Program("nandinee","Computer");
            Program p2 = new Program("nandinee","Computer",01);
            Console.ReadLine();
}    }    }
```

```
E:\SEM-6 .NET\VS\p2\p2>P3.2.exe

First Constructor initiated.. Second Constructor initiated.. Third Constructor
initiated..
```

Practical 4

AIM: Reflection

Program 1

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Reflection;



namespace p3a1

{

    class Program

    {

        public int ID { get; set; }

        public string Name { get; set; }

        String name, branch;

        int enrol;

 public void printID()

         {

             Console.WriteLine("ID is: {0}", this.ID);

         }

         public void printName()

         {

             Console.WriteLine("Name is: {0}", this.Name);

}

        public Program(String name)

        {
            this.name = name;
            Console.WriteLine("constructor 1:" + name);
        }
        public Program(String name, int enrol)
        {
            this.name = name;
            this.enrol = enrol;
            Console.WriteLine("constructor 2:" + name + " " + enrol);

        }
        public Program(String name, int enrol, String branch)
        {
            this.name = name;
            this.enrol = enrol;
            this.branch = branch;
            Console.WriteLine("constructor 3:" + name + " " + enrol + " " + branch);

        }
        static void Main(string[] args)
        {
 try
             {
                 Type T = Type.GetType("p3a1.Program");
                 MethodInfo[] methods = T.GetMethods();
                 foreach (MethodInfo method in methods)
{
                     Console.WriteLine(method.ReturnType + " " + method.Name);
                 }

                 PropertyInfo[] properties = T.GetProperties();
                 Console.WriteLine("\nProperties");
                 foreach (PropertyInfo property in properties)
                 {
                     Console.WriteLine(property.PropertyType + " " + property.Name);
                 }

                 Console.WriteLine("\nConstructors");
                 ConstructorInfo[] constructors = T.GetConstructors();
                 foreach (ConstructorInfo constructor in constructors)
                 {
                     Console.WriteLine(constructor.ToString());
                 }

            Program p1 = new Program("bob");
            Program p2 = new Program("bob", 1);
            Program p3 = new Program("bob", 1, "computer");



            Console.ReadLine();

 catch (Exception e)
            {
Console.WriteLine(e);
                Console.ReadLine();


            }
        }
    }
}
```

```
E:\SEM-6 .NET\VS\p2\p2>Reflection.exe
System.Int32 get_ID
System.Void set_ID
System.String get_Name
System.Void set_Name
System.Void printID
System.Void printName
System.String ToString
System.Boolean Equals
System.Int32 GetHashCode
System.Type GetType

Properties
System.Int32 ID
System.String Name

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

Practical 5

AIM: Files Operations

Program 1

1. Write a C# program to 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.Threading.Tasks;

using System.IO;


namespace Practical5

{

    class Program

    {

        static void Main(string[] args)

        {

            CopyFile cp = new CopyFile();

            String file1= @"C:\dotNet\file1.txt";

            String file2 = @"C:\dotNet\nandinee\file2.txt";

            cp.copyFile(file1, file2);

        }

    }

    public class CopyFile

    {

        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);

                    }
                }
            }
        }
    }
}
```

```
F1.txt: Hello World…

F2.txt: Hello World…
```

Program 2

2. 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.Threading.Tasks;
using System.IO;

namespace Practical5_1_
{
    class Program
   {
        static void Main()
        {
            StreamReader reader = new StreamReader("teststream.txt");
            using (reader)
            {
                int lineNumber = 0;
                String line = reader.ReadLine();
                while(line!=null)
                {
                    lineNumber++;
                    Console.WriteLine("Line {0}:{1}", lineNumber, line);
                    line = reader.ReadLine();
                }
                Console.ReadLine();
}
        }
    }
}
```

5_2

F1.txt:

```
Hello World.....
hii

how

are you

???
```

Program 3

3. Write a C# Program to List Files in a Directory.

```
using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.IO;


namespace Practical5_2_

{

    class Program

    {

        static void Main(string[] args)

        {

           string[] Directories =
Directory.GetDirectories(@"C:\Users\NANDINEE\source\repos");

            Console.WriteLine("All the Directories are:");

            foreach (string dir in Directories)

            {

                //Console.WriteLine("All the Directories are:");
                Console.WriteLine(dir);
            }
            string[] files = Directory.GetFiles(@"C:\Users\NANDINEE\source\repos");
            Console.WriteLine("All the Files are:");
            foreach (string file in files)
            {
               // Console.WriteLine("All the Files are:");
Console.WriteLine(file);
            }
            Console.ReadLine();
        }
    }
}
```

5_3

```
E:\SEM-6 .NET\VS\p2\p2>P4.3.exe


E:\SEM-6 .NET\VS\P1-master
E:\SEM-6 .NET\VS\p2

E:\SEM-6 .NET\VS\Assignment.docx
E:\SEM-6 .NET\VS\C# word.txt

E:\SEM-6 .NET\VS\Doc1.docx
E:\SEM-6 .NET\VS\P1-master.zip

E:\SEM-6 .NET\VS\p1.cs

E:\SEM-6 .NET\VS\p1.exe
E:\SEM-6 .NET\VS\VS.docx

E:\SEM-6 .NET\VS\~$VS.docx
```

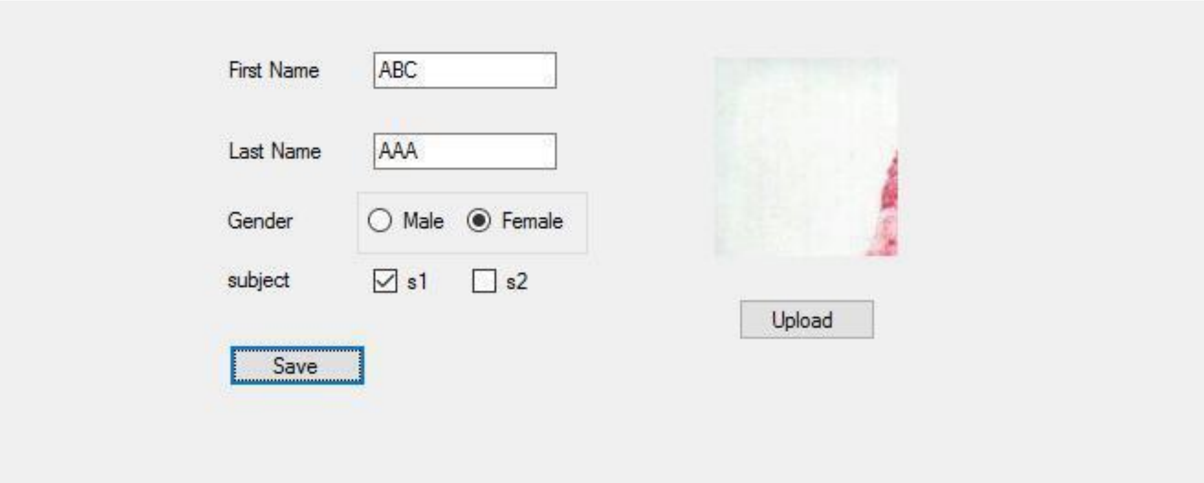
Practical 6

AIM: Student Registration

Program 1

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

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


namespace P6_form_
{
publicpartialclassForm1 : Form
    {
string imgPath;
public Form1()
        {
            InitializeComponent();
        }

privatevoid label1_Click(object sender, EventArgs e)
        {

        }

privatevoid Form1_Load(object sender, EventArgs e)
        {

        }

privatevoid button3_Click(object sender, EventArgs e)
        {
            Environment.Exit(0);
        }
privatevoid button2_Click(object sender, EventArgs e)
        {
string source = @"C:\DOTNET\P6(FORM)\P6(FORM)\PROPERTIES\DATABASE1.MDF";
string select = "select count(*) from tblStudent";
            SqlConnection conn = new SqlConnection(source);
            SqlCommand cmd = new SqlCommand(select, conn);
            conn.Open();
int i = Convert.ToInt16(cmd.ExecuteScalar());
int textBox1 = i + 1;
string insert = "insert into tblStudent(Name,Email,Phone
No,Gender,Address,imgStudent) values ( " + textBox1 + ",'" + textBox3 + "','" +
textBox4 + "','" + radioButton1 + "','" + richTextBox1 + "','" + (imgPath == null ?
"" : imgPath) + "' )";
            cmd = new SqlCommand(insert, conn);

            i = cmd.ExecuteNonQuery();
//object imgStudent = null;
if (imgPath != null)
           imgStudent.Image.Save(imgPath);
            MessageBox.Show("You are Done!!!");
            InitializeComponent();
        }


privatevoid button1_Click(object sender, EventArgs e)
        {
            openFileDialog1.Filter = "Jpg|*.jpg";
if (openFileDialog1.ShowDialog() == DialogResult.OK)
            {
                imgPath = @"C:\Pictures" + openFileDialog1.SafeFileName;
                imgStudent.Image = Image.FromFile(openFileDialog1.FileName);
}
  }
   }
   }
```



First Name ABC

Last Name AAA

Gender ○ Male ● Female

subject ☑ s1 □ s2

Practical 7

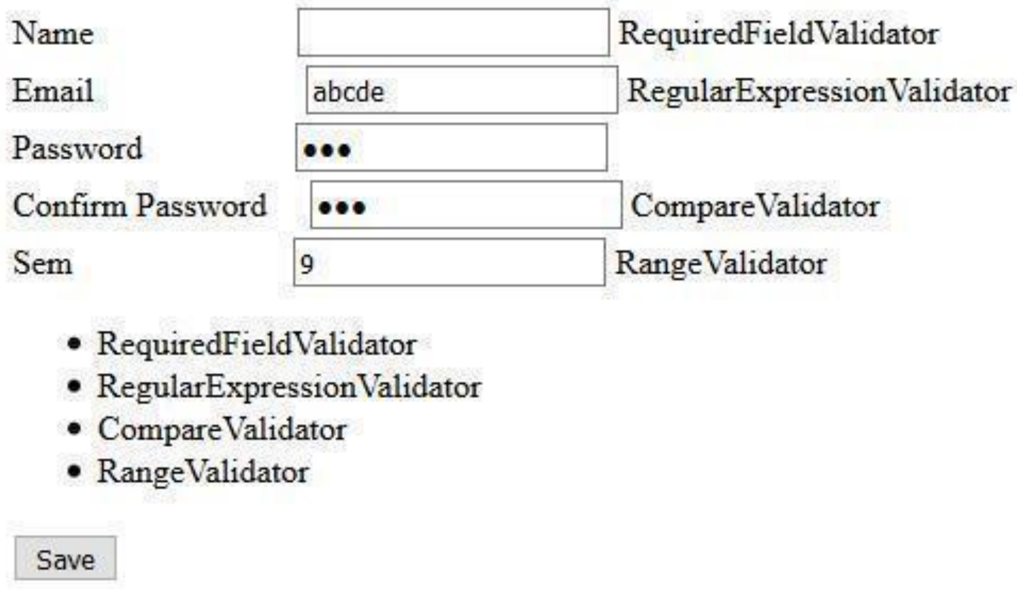
AIM: Validation Controls

Program 1

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebApplication1.WebForm1" %>


<!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 style="height: 19px">

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

<p>

        Name:<asp:TextBox ID="txtName" runat="server" ForeColor="Red"

            ToolTip="Enter Your Name"></asp:TextBox>

<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"

            ControlToValidate="txtName" Display="Dynamic" ErrorMessage="Enter Your
Name"

            ForeColor="Red" ToolTip="Enter Your Name">*</asp:RequiredFieldValidator>

</p>

<p>

        Email:<asp:TextBox ID="txtEmail" runat="server" ForeColor="Red"

            ToolTip="Enter Your Email"></asp:TextBox>

<asp:RegularExpressionValidator ID="RegularExpressionValidator3" runat="server"

            ControlToValidate="txtEmail" Display="Dynamic" ErrorMessage="Enter Valid
Email"


ForeColor="Red" ToolTip="Enter Your Email"
```

```
            ValidationExpression="\w+([-+.']\w+)*@\w+([-.]\w+)*\.\w+([-
.]\w+)*">*</asp:RegularExpressionValidator>

</p>

<p>

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

&nbsp;&nbsp;&nbsp; Confirm Password:<asp:TextBox ID="txtConfirm"
runat="server"></asp:TextBox>

<asp:CompareValidator ID="CompareValidator1" runat="server"

            ControlToCompare="txtPass" ControlToValidate="txtConfirm"

            ErrorMessage="Enter Same Password" ForeColor="Red"

            ToolTip="Enter Same Password">*</asp:CompareValidator>

</p>

<p>

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

<asp:RangeValidator ID="RangeValidator1" runat="server"

            ControlToValidate="txtSem" ErrorMessage="Enter Semester between 1 to 8"

            ForeColor="Red" MaximumValue="8" MinimumValue="1"

            ToolTip="Enter Valid Semester" Type="Integer">*</asp:RangeValidator>

</p>

<p>

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

<asp:RegularExpressionValidator ID="RegularExpressionValidator4" runat="server"

            ControlToValidate="txtPhone" ErrorMessage="Enter Valid PhoneNo"
ForeColor="Red"

            ToolTip=" Enter Valid Phone Number" ValidationExpression="[0-
9]{10}">*</asp:RegularExpressionValidator>

</p>

<asp:Button ID="btnSave" runat="server" Text="Save" />

<asp:ValidationSummary ID="ValidationSummary1" runat="server" />

</form>

</body>
```

```
</html>
```



Name [ ] RequiredFieldValidator

Email [abcde] RegularExpressionValidator

Password [●●●]

Confirm Password [●●●] CompareValidator

Sem [9] RangeValidator

- RequiredFieldValidator
- RegularExpressionValidator
- CompareValidator
- RangeValidator

Practical 8

AIM: Master Page

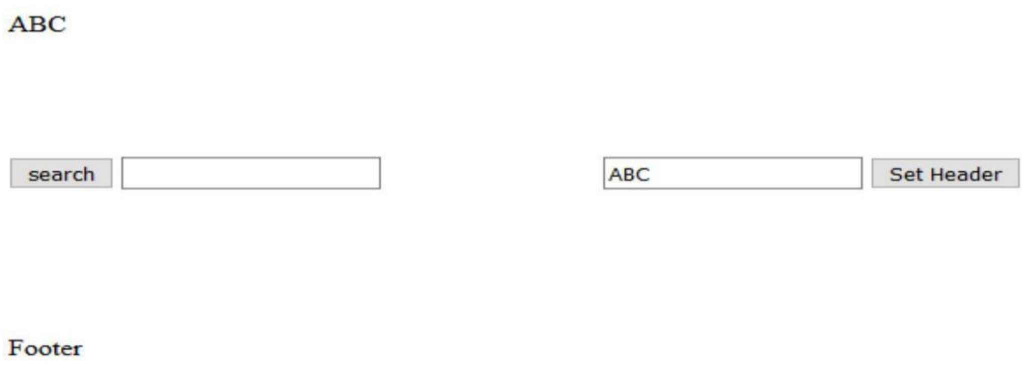
Program 1

Webform2.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 WebApplication5

{

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

    {

        protected void Page_Init(object sender, EventArgs e)

        {

            ((Site1)Master).BtnSearch.Click += new EventHandler(btnSearch_Click);

        }


        protected void btnSearch_Click(object sender, EventArgs e)

        {

            GetData();

        }

        protected void Page_Load(object sender, EventArgs e)


{
        }
        void GetData()
        {
            string source = @"Data Source=.\SQLEXPRESS;AttachDbFilename=C:\Users\cecomp1\Documents\emp.mdf;Integrated Security=True;Connect Timeout=30;User Instance=True";
            string select ="select * from tblStudent";
            SqlConnection conn = new SqlConnection(source);
            SqlCommand cmd = new SqlCommand(select, conn);
            conn.Open();
            SqlDataReader reader = cmd.ExecuteReader();
            grdEmp.DataSource = reader;
            grdEmp.DataBind();
            conn.Close();


        }


    }
}


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

Webform1.cs

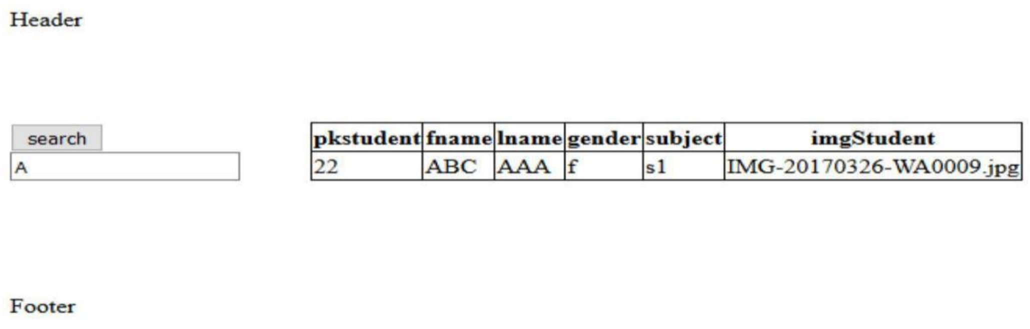
```
namespace WebApplication5
{
    public partial class WebForm1 : System.Web.UI.Page
    {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

        protected void btnHeader_Click(object sender, EventArgs e)
        {
            ((Site1)Master).LblHeader.Text = txtHeader.Text;
        }
    }
}
```



ABC

ABC

Footer



Header

A

pkstudent	fname	lname	gender	subject	imgStudent
22	ABC	AAA	f	s1	IMG-20170326-WA0009.jpg

Footer

Practical 9

AIM: WEB SERVICES

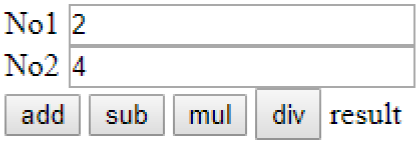
```
<%@ Page Language="C#" AutoEventWireup="true"
CodeBehind="WebForm1.aspx.cs" Inherits="WebServices.WebForm1" %>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html  xmlns="http://www.w3.org/1999/xhtml">
<head  runat="server">
    <title></title>
</head>
<body>
    <form id="form1" runat="server">
    <asp:Label ID="lbln2" runat="server" Text="No.1"></asp:Label>
    <asp:TextBox ID="txtno1" runat="server">
    </asp:TextBox>
    <asp:RequiredFieldValidator ID="RequiredFieldValidator1"
runat="server"
        ControlToValidate="txtno1" ErrorMessage="value must be
required"></asp:RequiredFieldValidator>
    <br />
    <asp:Label ID="lbln1" runat="server" Text="No.2"></asp:Label>
      <asp:TextBox ID="txtno2" runat="server"></asp:TextBox>
    <asp:RequiredFieldValidator ID="RequiredFieldValidator2"
runat="server"
        ControlToValidate="txtno2" ErrorMessage="value must be
required"></asp:RequiredFieldValidator>
    <br />
    <asp:Button ID="btnadd" runat="server"
Text="add" onclick="btnadd_Click" />
    <asp:Button ID="btnsub" runat="server"
onclick="btnsub_Click" Text="Sub" />
    <asp:Button ID="btnmul" runat="server"
        onclick="btnmul_Click" style="width: 35px"
        Text="mul" />
    <asp:Button ID="btndiv" runat="server" onclick="btndiv_Click"
Text="Div" />
    <asp:Label ID="lblresult" runat="server"
    Text="Label"></asp:Label>
    </form>

</body>

</html>
```

Webform1.aspx.cs

```
Using System.Collection.Generic;
Using System;
Using System.Linq;
Using System.Web;
Using System.Web.UI;
using  System.Web.UI.WebControls;

namespace  WebServices
{
    public partial  class WebForm1  :  System.Web.UI.Page
    {
        WebService1 calc = new WebService1();
        protected void btnadd_Click(object sender, EventArgs e)
        {
            lblresult.Text = calc.add(Convert.ToInt16(txtno1.Text),
Convert.ToInt16(txtno2.Text)).ToString();
        }
        protected void btnsub_Click(object sender, EventArgs e)
        {
            lblresult.Text = calc.sub(Convert.ToInt16(txtno1.Text),
Convert.ToInt16(txtno2.Text)).ToString();
        }
        protected void btnmul_Click(object sender, EventArgs e)
        {
            lblresult.Text = calc.mul(Convert.ToInt16(txtno1.Text),
Convert.ToInt16(txtno2.Text)).ToString();
        }
        protected void btndiv_Click(object sender, EventArgs e)
        {
            lblresult.Text =
calc.div(Convert.ToInt16(txtno1.Text),
Convert.ToInt16(txtno2.Text)).ToString() ;
        }
        protected void btncal_Click(object sender, EventArgs e)
        {
        }
    }

}
```

Webserviecs.asmx

```
using  System;
using
System.Collections.Generic;
using  System.Linq;
using  System.Web;
using  System.Web.Services;

namespace  WebServices
{
    ///  <summary>
    ///  Summary description for WebService1
    ///  </summary>
    [WebService(Namespace = "http://tempuri.org/")]
    [WebServiceBinding(ConformsTo = WsiProfiles.BasicProfile1_1)]
    [System.ComponentModel.ToolboxItem(false)]
    //  To allow this Web Service to be called from script,
using ASP.NET AJAX, uncomment the following line.
    //  [System.Web.Script.Services.ScriptService]
    public class WebService1 :   System.Web.Services.WebService
    {

        [WebMethod]
        public string HelloWorld()
        {
            return "Hello World";
        }
        [WebMethod]
        public int add(int a,int  b)
        {
            return a + b;
        }
        [WebMethod]
        public int mul(int a,int  b)
        {
            return a*b;}
        [WebMethod]
        public int div(int a,int  b)
        {
            return a/b;
        }

    }
    }
```



No1 2

No2 4