Lab Manual

.NET

Rakshit Koyani

160470107030

VVPEC CE Sem-6

Contents

Practical 1

AIM:

Introduction to C#

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

namespace Program1
{
   class vector
   {
      public int value;
   }
   class Program1
   {
      static int i = 25;
      public enum TimeOfDay
      {
         Morning = 0,
         Afternoon = 1,
         Evening = 2
      }
      static void Main(string[] args)
      {
         Console.WriteLine("This is first program");
```

```
//Scope of
variables int i=5;
```

```
Console.WriteLine("Scope of the variable
{0}",i); for (i = 0; i < 2; i++)
{
   Console.WriteLine("{0} {1}",i,Program1.i);
}
for (int k = 0; k < 2; k++)
{
   Console.WriteLine("{0}",k);
}
//Constant
const int valueConst=25;
Console.WriteLine("{0}",valueConst);
//valueConst = 15;
const int valueConst2 = 15;
Console.WriteLine("{0}", valueConst2);
//valueConst = valueConst2;
Console.WriteLine("{0}",valueConst);
//Value Type DataTypes
Console.WriteLine("Value
Type"); int val1, val2;
val1 = 50;
Console.WriteLine("val1= {0}",val1);
val2 = val1;
Console.WriteLine("val1= {0} val2= {1}", val1,val2);
//Reference Type
Console.WriteLine("Reference
Type"); vector x, y;
x = new vector();
x.value = 15;
```

```
y = x;
```

```
Console.WriteLine("x = {0} y = {1}",

x.value,y.value); y.value = 151;

Console.WriteLine("x = {0} y = {1}", x.value, y.value);

Console.WriteLine("\n Interger Types");

sbyte sb =

22; short s =

22; int i1 =

22; long l =

22L;

Console.WriteLine("{0} sbtye\n{1} short\n{2} int\n{3}
long\n",sb,s,i1,l);

Console.WriteLine("Unsigned Integers");

byte b = 21;

ushort us =

21; uint ui =

21; ulong ul =

21;

   Console.WriteLine("{0} btye\n{1} ushort\n{2} uint\n{3} ulong\n", b,
       us, ui, ul);

Console.WriteLine("Floating Point");

float f = 11.22334455F;

double d = 11.2233445566778899;

Console.WriteLine("{0} float\n{1} double", f, d);

decimal dec = 111.22233344455566677788899 9M;

Console.WriteLine("Decimal:\n{0}", dec);

Console.WriteLine("\nBoolean:");

bool valBoolean = true;

Console.WriteLine("Status: " + valBoolean);

Console.WriteLine("\nCharacter:\nSingle Quote \'");

Console.WriteLine("Double Quote \"");
```

```
Console.WriteLine("Back Slash \\");
char charA = 'A';
Console.WriteLine(charA);
```

```
int integerA = 2;
Console.WriteLine("Predefined Reference
Type"); Object o1 = "This is object 1";
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);
Console.WriteLine("Flow control if statement");
bool isZero;
Console.WriteLine("\nFlow Control: (if)\ni is " +
i); if (i == 0)
{
   isZero = true;
```

```
        Console.WriteLine("i is Zero");
    }
```

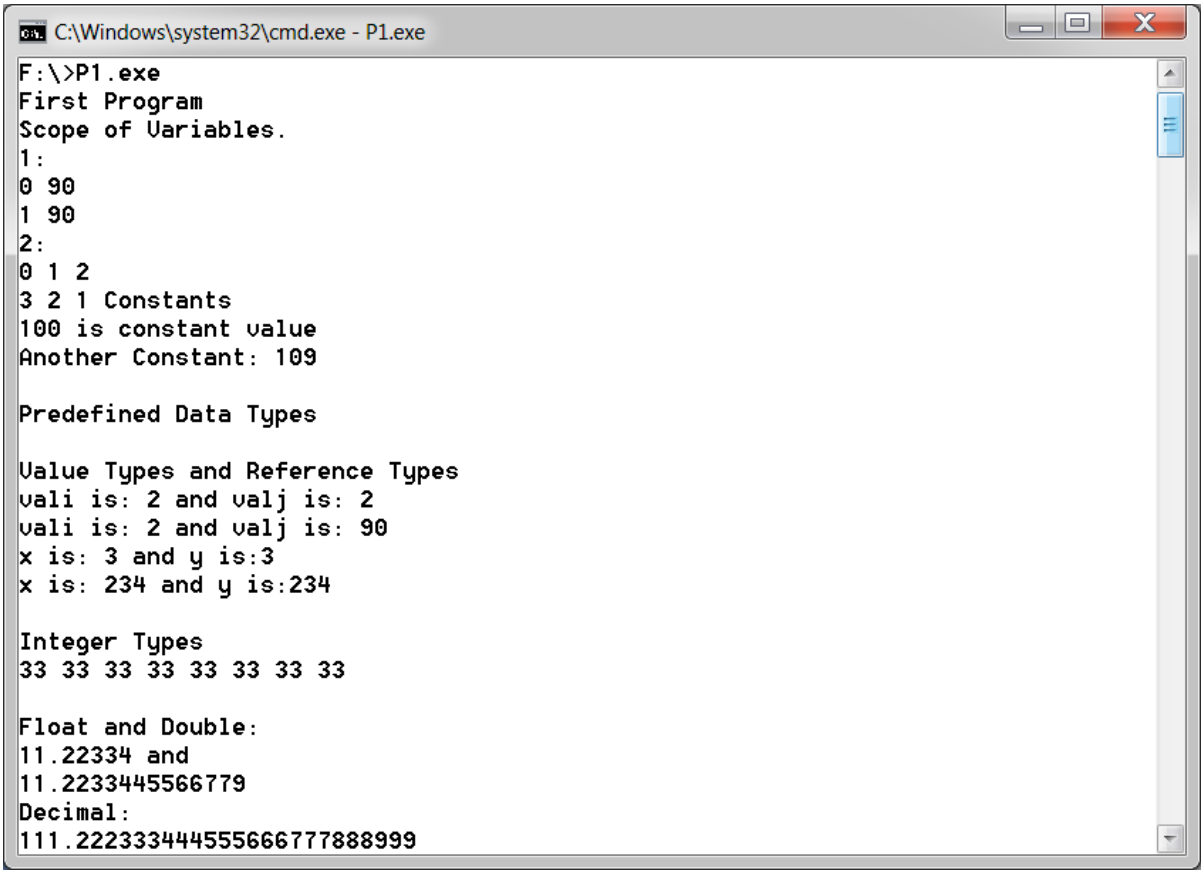
```
else
{
   isZero = false;
   Console.WriteLine("i is Non - zero");
}
//else if
Console.WriteLine("\nType in a
string:"); string input;
input = Console.ReadLine();
if (input == "")
{
   Console.WriteLine("You typed in an empty string");
}
else if (input.Length < 5)
{
   Console.WriteLine("The string 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);
Console.WriteLine("\nSwitch:");

switch (integerA)
{
   case 1:
      Console.WriteLine("integerA = 1");
```

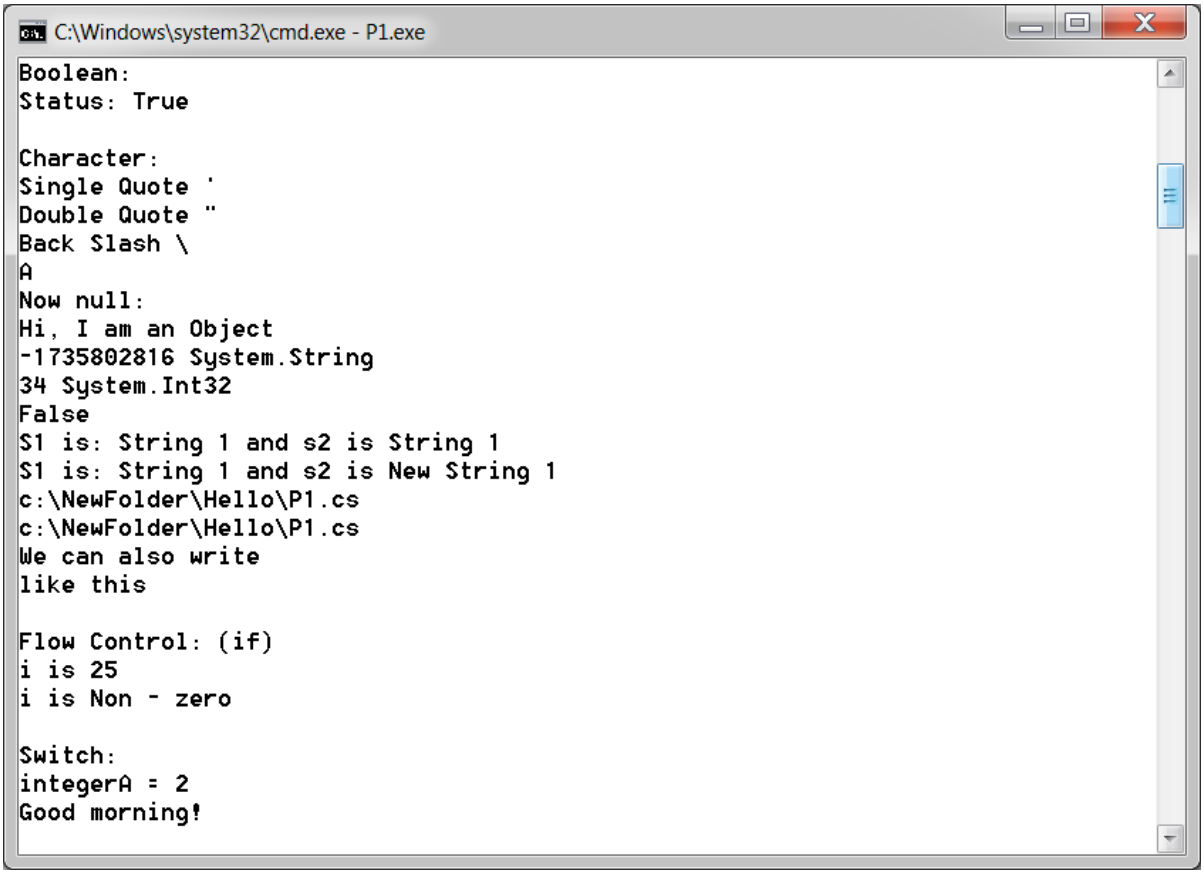
```
        break;
```

```
            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]);
         Console.ReadLine();
      }
      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;
        }
    }
  }
}
```




C:\Windows\system32\cmd.exe - P1.exe
Boolean:
Status: True
Character:
Single Quote '
Double Quote "
Back Slash \
A
Now null:
Hi, I am an Object
-1735802816 System.String
34 System.Int32
False
S1 is: String 1 and s2 is String 1
S1 is: String 1 and s2 is New String 1
c:\NewFolder\Hello\P1.cs
c:\NewFolder\Hello\P1.cs
We can also write
like this
Flow Control: (if)
i is 25
i is Non - zero
Switch:
integerA = 2
Good morning!

Practical 2

AIM:

GTUPrograms

Program 1:

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

@ @ @ @ @

@ @ @ @

@ @ @

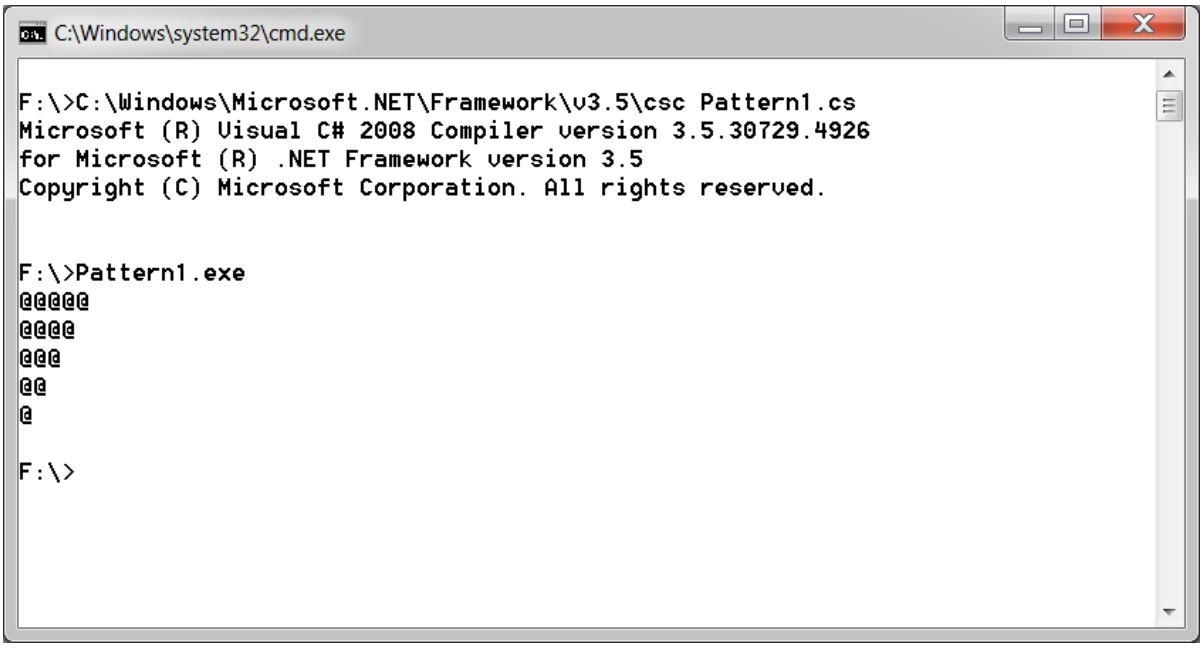
@ @

@

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


namespace Pattern1
{
   class Program
   {
      static void Main(string[] args)
      {
         for (int i = 5; i > 0; i--)
         {
            for (int j = 0; j <i; j++)
```

```
        {
            Console.Write("@");
```

```
            }
            Console.WriteLine();
        }
        Console.ReadKey();
    }
  }
}
```



Program 2

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

1

1 2

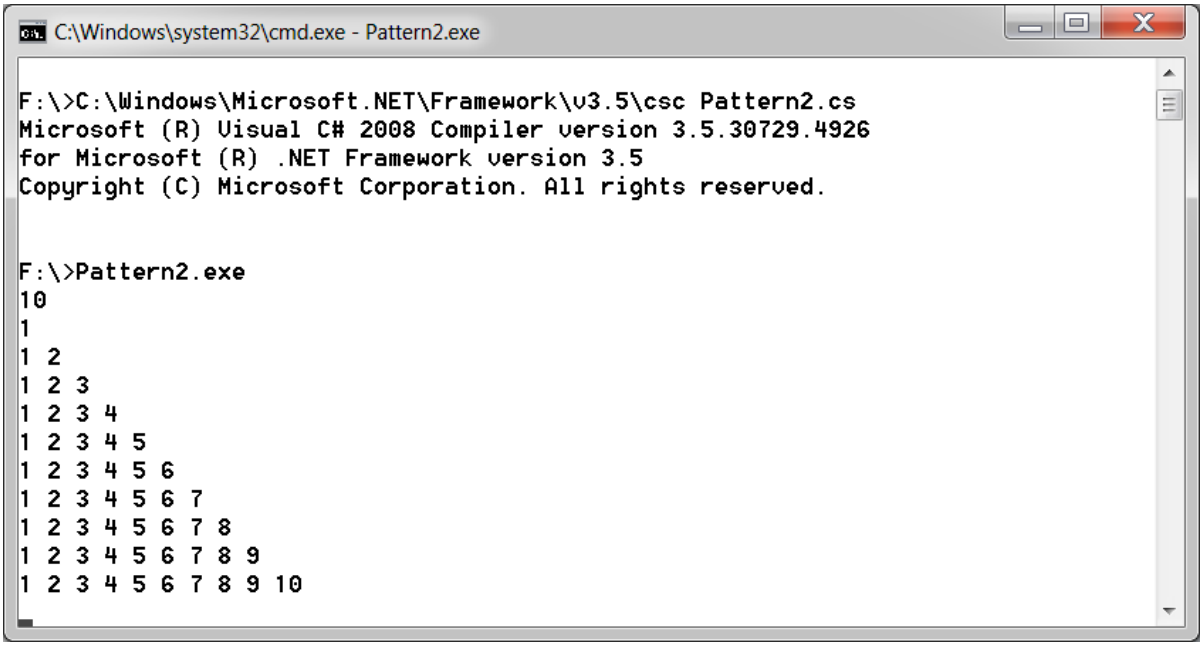
1 2 3

1 2 3 4

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


namespace Pattern2
{
   class Program
   {
      static void Main(string[] args)
      {
         String s = Console.ReadLine();
         int value = int.Parse(s);
         for (int i = 1; i <= value; i++)
         {
            for (int j = 1; j <=i; j++)
            {
               Console.Write("{0} ",j);
            }
            Console.WriteLine();
```

```
        }
        Console.ReadKey();
```

```
    }
  }
}
```


C:\Windows\system32\cmd.exe - Pattern2.exe
F:\>C:\Windows\Microsoft.NET\Framework\v3.5\csc Pattern2.cs
Microsoft (R) Visual C# 2008 Compiler version 3.5.30729.4926
for Microsoft (R) .NET Framework version 3.5
Copyright (C) Microsoft Corporation. All rights reserved.
F:\>Pattern2.exe
10
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
1 2 3 4 5 6
1 2 3 4 5 6 7
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8 9
1 2 3 4 5 6 7 8 9 10

Program 3

AIM: 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;


namespace PrintNameCountry
{
   class Program
   {
      static void Main(string[] args)
      {
         Console.WriteLine("Enter name");
         String name = Console.ReadLine();
         Console.WriteLine("Enter Country");
         String country = Console.ReadLine();
         Console.WriteLine("Hello {0} from country {1}", name, country);
         Console.ReadKey();
      }
   }
}
```

Output:

```
E:\>Country.exe
Enter name
Hepi
Enter Country
India
Hello Hepi from country India
E:\>
```

Program 4

AIM: 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;

namespace Inheritance
{
   class Car
   {
     protected String name, fuel,id;
   }
   class Maruti: Car
   {
      internal Maruti(String name, String fuel, String id)
      {
         this.name =
         name; this.fuel =
```

```
        fuel; this.id = id;
```

```
        Console.WriteLine("{0} {1} {2}",this.name, this.fuel, this.id);
      }
   }
   class Mahindra : Car
   {
      internal Mahindra(String name, String fuel, String id)
      {
         this.name =
         name; this.fuel =
         fuel; this.id = id;
         Console.WriteLine("{0} {1} {2}",this.name, this.fuel, this.id);
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         Maruti obj1= new Maruti("abc","petrol","123");
         Mahindra obj2 =new Mahindra("pqr","disel","456");
         Console.ReadKey();
      }
   }
}
```

Output:

```
E:\>Inheritence.exe
abc petrol 123
pqr diesel 456
E:\>
```

Practical 3

AIM:

Overloading

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;


namespace MethodOverloading
{
   class Vector
   {
      internal int x, y, z;
      internal Vector(int x, int y, int z)
      {
         this.x    =
         x;   this.y
         =        y;
         this.z    =
         z;
      }
      internal Vector() { }
   }
   class Matrix
```

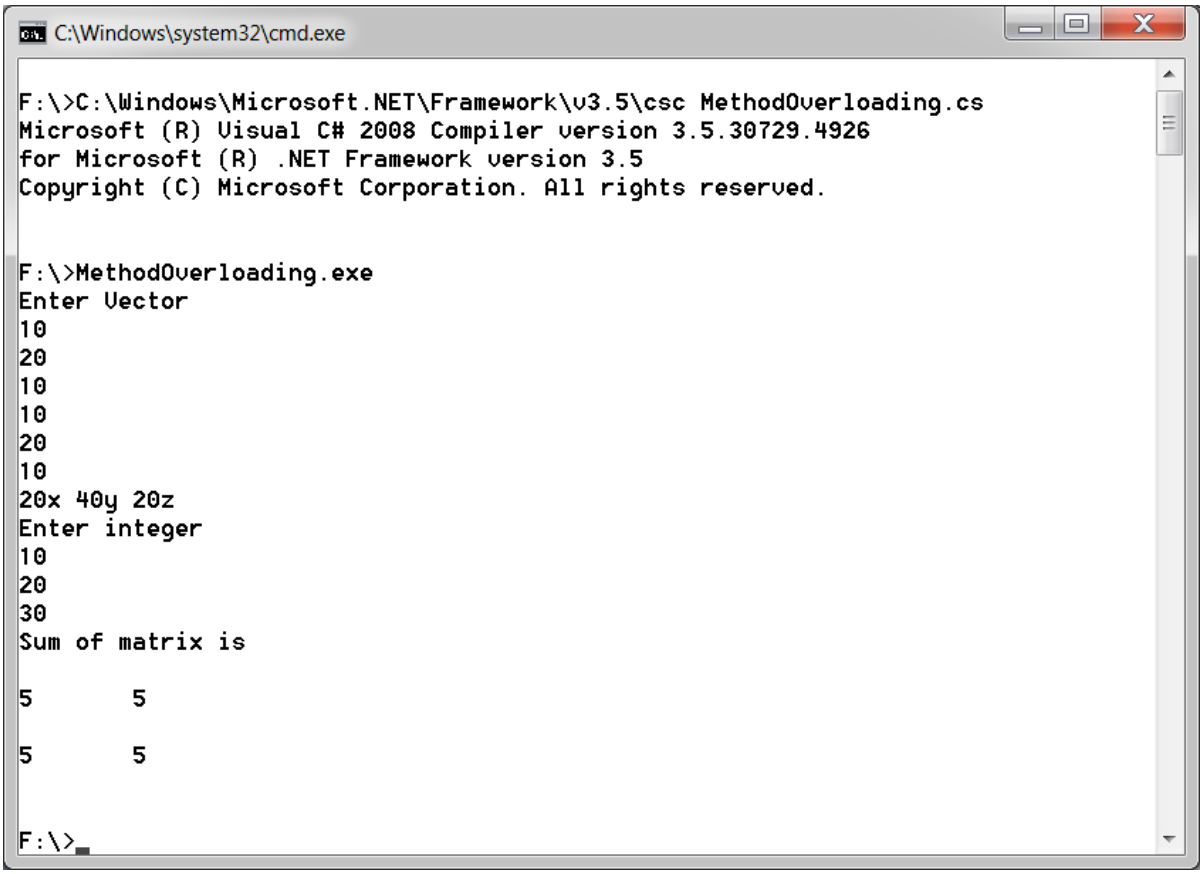
```
{
    internal int [,] m = new int[2,2];
    internal Matrix(){}
}
```

```
class Program
{
    static void add(int a, int b)
    {
        int temp = a + b;
        Console.WriteLine(temp);
    }
    static 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}x {1}y {2}z", temp.x, temp.y, temp.z);

    }
    static void add(Matrix a, Matrix b)
    {
        Matrix temp = new Matrix();
        for (int i = 0; i < 2; i++)
        {
            for (int j = 0; j < 2; j++)
            {
                temp.m[i, j]=a.m[i,j]+b.m[i,j];
                Console.Write(temp.m[i, j]+"\t");
            }
                Console.Write("\n");
            Console.WriteLine();
```

```
        }

    }
```

```
    static void Main(string[] args)
    {
        Console.WriteLine("Enter Vector");
        Vector a = new Vector(int.Parse(Console.ReadLine()),
int.Parse(Console.ReadLine()), int.Parse(Console.ReadLine()));
        Vector b = new Vector(int.Parse(Console.ReadLine()),
int.Parse(Console.ReadLine()), int.Parse(Console.ReadLine()));
        add(a, b);
        Console.WriteLine("Enter
        integer");
        int                x                =
        int.Parse(Console.ReadLine());  int  y
        =       int.Parse(Console.ReadLine());
        add(x, y);
       Console.WriteLine("Sum of Matrix is\n");
        Matrix m1 = new Matrix();
        Matrix m2 = new
        Matrix(); m1.m[0, 0] =
        2;
        m1.m[0, 1] = 2;
        m1.m[1, 0] = 2;
        m1.m[1, 1] = 2;
        m2.m[0, 0] = 3;
        m2.m[0, 1] = 3;
        m2.m[1, 0] = 3;
        m2.m[1, 1] = 3;
        add(m1, m2);
        Console.ReadKey();
    }
  }
```

```
}
```



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

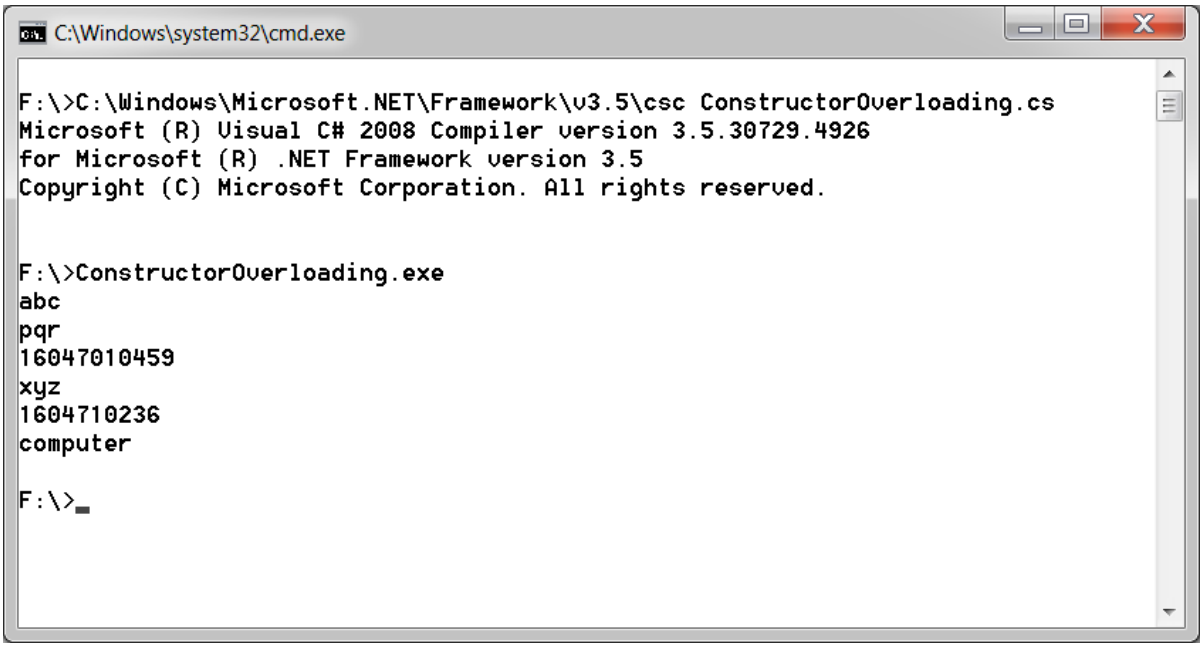
```
using System;

using

System.Collections.Generic;

using System.Linq;

using System.Text;


namespace ConstructorOverloading

{

   class Student

   {
```

```
    String name,enroll_no,branch;
```

```
public Student(String name)
{
   this.name = name;
}
public Student(String name, String enroll_no)
{
   this.name = name;
   this.enroll_no =
   enroll_no;
}
public Student(String name, String enroll_no, String branch)
{
   this.name = name;
   this.enroll_no =
   enroll_no; this.branch =
   branch;
}
internal String getName()
{
   return this.name;
}
internal String getEnroll()
{
   return this.enroll_no;
}
internal String getBranch()
{
   return this.branch;
}
```

```
}

class Program

{
```

```
    static void Main(string[] args)
    {
      Student s1 = new
      Student("abc");
      Console.WriteLine(s1.getName())
      ;
      Student s2 = new Student("pqr", "16047010459");
      Console.WriteLine(s2.getName());
      Console.WriteLine(s2.getEnroll());
      Student s3 = new Student("xyz", "1604710236", "computer");
      Console.WriteLine(s3.getName());
      Console.WriteLine(s3.getEnroll());
      Console.WriteLine(s3.getBranch());
      Console.ReadKey();
    }
  }
}
```



Practical 4

AIM:

Reflection API

1. Create a c# program to find Methods, Properties and Constructors from class of running program.

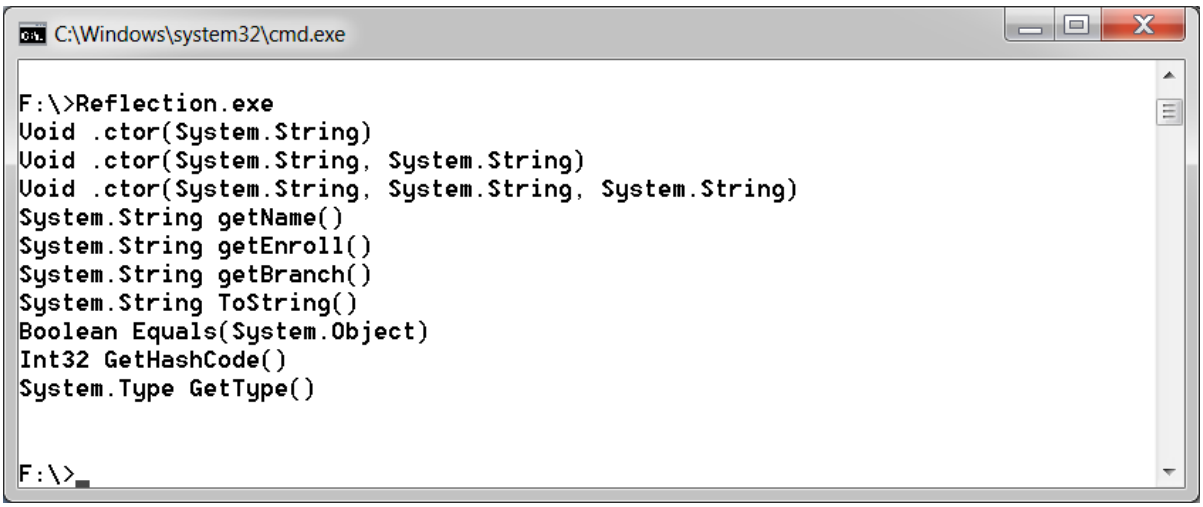
```
using System;

using System.Collections.Generic;

using System.Linq;

using  System.Text;

using

System.Reflection;


namespace Reflection

{

   class Student

   {

      String name, enroll_no, branch;
```

```
    public Student(String name)
```

```
    {
       this.name = name;
    }
    public Student(String name, String enroll_no)
    {
       this.name = name;
       this.enroll_no =
       enroll_no;
    }
    public Student(String name, String enroll_no, String branch)
    {
       this.name = name;
       this.enroll_no =
       enroll_no; this.branch =
       branch;
    }
    public String getName()
    {
       return this.name;
    }
    public String getEnroll()
    {
       return this.enroll_no;
    }
    public String getBranch()
    {
       return this.branch;
    }
  }
```

```
class Program
{
    static void Main(string[] args)
```

```
    {
        Type t = Type.GetType("Reflection.Student");
        ConstructorInfo[] ci = t.GetConstructors();
        MethodInfo[] mi = t.GetMethods();
        foreach (ConstructorInfo c in ci)
        {
            Console.WriteLine(c.ToString());
        }
        foreach (MethodInfo m in mi)
        {
            Console.WriteLine(m.ToString());
        }
        Console.ReadLine();
    }
  }
}
```



Practical 5

AIM:

Perform File Handling.

1. Write a C# program to copy data from one file to another using StreamReader and StreamWriter class.

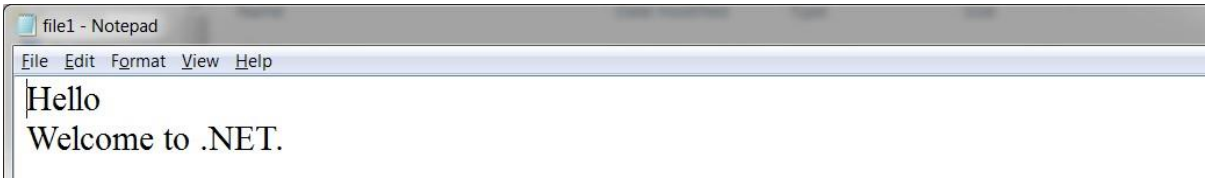
Program 1

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace CopyFile1
{
   class Program
   {
      static void Main(string[] args)
      {
         String file1 = @"F:\file1.txt";
         String file2 = @"F:\file2.txt";
         using (StreamReader reader = new StreamReader(file1))
         {
            using (StreamWriter writer = new StreamWriter(file2))
            {
               writer.Write(reader.ReadToEnd());
            }
         }
```

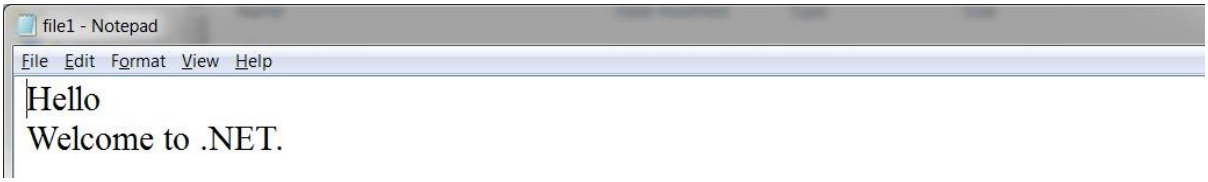
```
    }
```

```
    }
}
```

FILE1:



FILE2:



2. Write a C# Program to Read Lines from a File until the End of File is Reached.

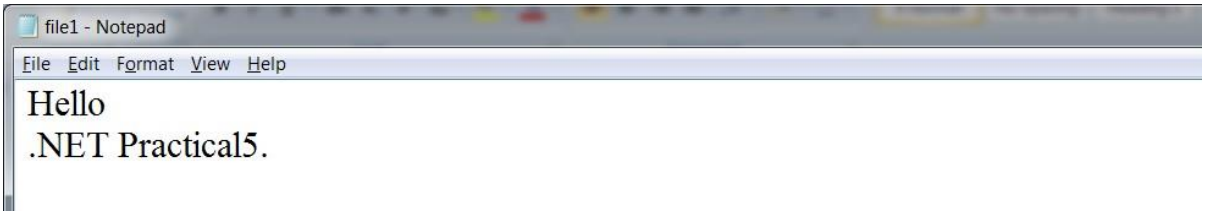
Program 2

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace CopyFile2
{
   class Program
   {
      static void Main(string[] args)
      {
         String          file1          =
         @"F:\file1.txt";  String  file2
```

```
=    @"F:\file2.txt";    String
content = null;
```

```
        using (StreamReader reader = new StreamReader(file1))
        {
           using (StreamWriter writer = new StreamWriter(file2))
           {
              while ((content = reader.ReadLine())!= null)
              {
                 writer.WriteLine(content);
              }
           }
        }
     }
  }
}
```

FILE1:



FILE3:

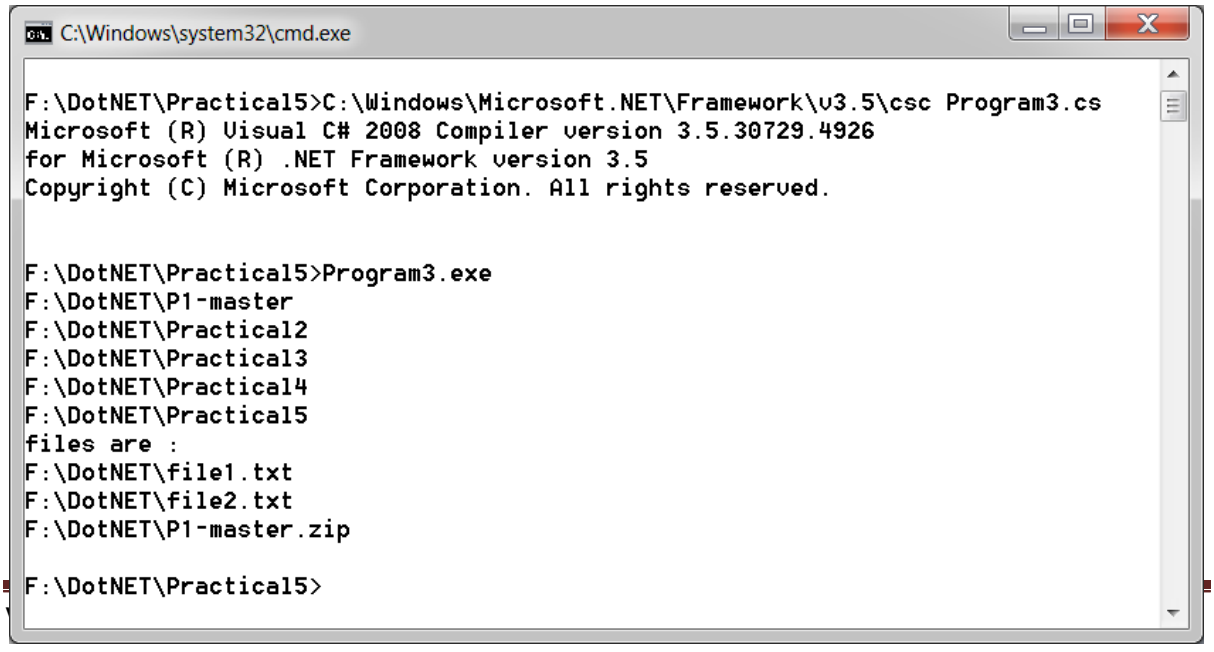
3. Write a C# Program to List Files in a Directory.

Program 3

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

```
using System.Text;
```

```
using System.IO;


namespace filepractical3
{
   class Program
   {
      static void Main(string[] args)
      {
         String[] Directories =
         Directory.GetDirectories(@"F:\DotNET"); foreach (string dir
         in Directories)
            Console.WriteLine(dir);
         Console.WriteLine("files are :");
         String[] files =
         Directory.GetFiles(@"F:\DotNET"); foreach
         (string file in files)
            Console.WriteLine(file);
             Console.ReadKey();
      }}}
```



Practical 6

AIM:

Windows Form Application

1.Create Windows FormApplication 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.Windows.Forms;
using System.Data.SqlClient;
using System.IO;

namespace WindowsForm1
{
   public partial class Form1 : Form
   {
      string imgPath; public String gender;
      public Form1()
      {
         InitializeComponent();
      }

      private void Form1_Load(object sender, EventArgs e)
      {

      }

      private void button1_Click(object sender, EventArgs e)
      {
                String source = @"Data
                Source=CE3COMP3\sqlexpress;Initial
                Catalog=DBstudent;Integrated
                Security=True;Pooling=False"; SqlConnection con = new
                SqlConnection(source); con.Open();
                String ins = "insert into Tbl1(fname,Middlename,Lname,gender,Date)
                values('"+fname.Text+"','"+ Middlename.Text+ "','" + Lname.Text + "','"
                +gender+"','"+ dateTimePicker1.Value.Date+"')";
                SqlCommand sc = new SqlCommand(ins, con);

                int i=sc.ExecuteNonQuery();
         if (i > -1)
                {
```

```
            MessageBox.Show("Entered into database");
            }
    }
```

```
    private void button3_Click(object sender, EventArgs e)
    {
       openFileDialog1.Filter = "Png|*.png";
       if (openFileDialog1.ShowDialog() == DialogResult.OK)
       {
              imgPath = @"C:\Users\CRP\Desktop\Images\"+
              openFileDialog1.SafeFileName;
        pictureBox.Image = Image.FromFile(openFileDialog1.FileName);
       }
    }

    private void Male_CheckedChanged(object sender, EventArgs e)
    {

       if (Male.Checked)
       {
          gender = "Male";

       }
       else
       {
          gender = "Female";
       }
    }
  }
}
```

Practical 7

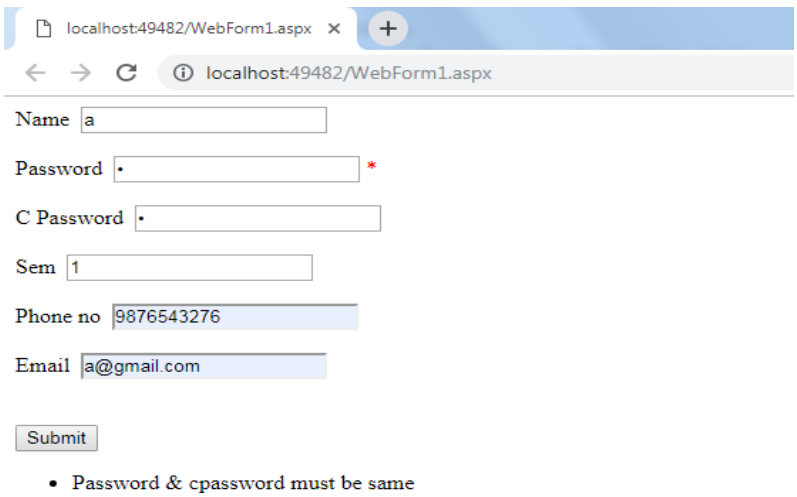
AIM:

ASP.NET Validation Control
RequiredFieldValidator
CompareValidator
RegularExpressionValidator
CustomValidator
RangeValidator
ValidationSummary

```
<%@ Page Language="C#" AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="ASPWebApplication1.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">
   <div>

   </div>
   name
   <asp:TextBox ID="Txtname" runat="server"></asp:TextBox>
   <asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
   ControlToValidate="Txtname" ErrorMessage="name is required" ForeColor="Red"
   ToolTip="Please enter name">*</asp:RequiredFieldValidator>
   <br />
         
   <br />
```

```
   email<asp:TextBox ID="Txtemail" runat="server"
      ontextchanged="TextBox1_TextChanged"></asp:TextBox>
   <asp:RegularExpressionValidator ID="RegularExpressionValidator1" runat="server"
      ControlToValidate="Txtemail" ErrorMessage="not valid email address"
      ForeColor="Red" ToolTip="enter valid email"
         ValidationExpression="\w+([-+.']\w+)*@\w+([-
        .]\w+)*\.\w+ ([-
        .]\w+)*">*</asp:RegularExpressionValidator>
   <br />
   <br />
   phone no<asp:TextBox ID="Txtphone" runat="server"
      ontextchanged="Txtphone_TextChanged"></asp:TextBox>
         <asp:RegularExpressionValidator ID="RegularExpressionValidator2"
         runat="server" ControlToValidate="Txtphone" ErrorMessage="not valid phone no"
         ForeColor="Red" ToolTip="enter 10 digit mobile no" ValidationExpression="[0-9]
         {10}">*</asp:RegularExpressionValidator>
   <br />
   <br />
   password<asp:TextBox ID="Txtpassword" runat="server"></asp:TextBox>
   <br />
   <br />
   confirm password<asp:TextBox ID="Txtcpasswoed" runat="server"></asp:TextBox>
   <asp:CompareValidator ID="CompareValidator1" runat="server"
      ControlToCompare="Txtpassword" ControlToValidate="Txtcpasswoed"
      ErrorMessage="confirm password not same as passord"
     ToolTip="not same as password" Type="Integer"></asp:CompareValidator>
   <br />
   <br />
   sem<asp:TextBox ID="Txtsem" runat="server"></asp:TextBox>
   <asp:RangeValidator ID="RangeValidator1" runat="server"
      ControlToValidate="Txtsem" ErrorMessage="not valid semester"
MaximumValue="8"
      MinimumValue="1"></asp:RangeValidator>
   <br />
<asp:Button ID="Button1" runat="server" onclick="Button1_Click" Text="submit"/>
   <br />
   <asp:ValidationSummary ID="ValidationSummary1" runat="server" />
   </form>
</body>
</html>
```

OUTPUT:



Practical 8

AIM:

Introduction to Master Pages.

Site1.Master

```
<%@ Master Language="C#" AutoEventWireup="true" CodeBehind="Site1.master.cs"
Inherits="ASPApplication2.Site1" %>

<!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>
   <asp:ContentPlaceHolder ID="head" runat="server">
   </asp:ContentPlaceHolder>
</head>
<body>
   <form id="form1" runat="server">
   <table>
   <tr> <td>
      <asp:Label ID="lblheader" runat="server" Text="header"></asp:Label></td></tr>
   <tr>
      <td>
      <asp:Button ID="Buttonsearch" runat="server" Text="Button" />
      <asp:ContentPlaceHolder ID="ContentPlaceHolder1" runat="server">
      </asp:ContentPlaceHolder>
      </td>
   </tr>
   <tr><td>footer</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 ASPApplication2
```

```
{
   public partial class Site1 : System.Web.UI.MasterPage
```

```
  {
    protected void Page_Load(object sender, EventArgs e)
    {

    }
    public Label LblHeader
    {
      get { return lblheader; }
    }

    public Button buttonsearch
    {
      get { return Buttonsearch; }
    }


  }
}
```

WebForm1.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="ASPApplication2.WebForm1" %>
<asp:Content ID="Content1" ContentPlaceHolderID="head" runat="server">
</asp:Content>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
   <asp:TextBox ID="txtHeader" runat="server"></asp:TextBox>
  <asp:Button ID="btn1" runat="server" Text="button"
   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 ASPApplication2
{
  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 = txtHeader.Text;
    }
```

```
  }
}
```

OUTPUT:

WebForm2.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="ASPApplication2.WebForm2" %>
<asp:Content ID="Content1" ContentPlaceHolderID="head" runat="server">
</asp:Content>
<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">
   <asp:GridView ID="getdetails" runat="server">
   </asp:GridView>
</asp:Content>
```

WebForm2.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 ASPApplication2
{
   public partial class WebForm2 : System.Web.UI.Page
   {
      protected void Page_Init(object sender, EventArgs e)
      {
        ((Site1)Master).buttonsearch.Click+=new EventHandler(buttonsearch_Click);
      }
      void buttonsearch_Click(object sender, EventArgs e)
      {
         getData();
      }
      protected void Page_Load(object sender, EventArgs e)
      {

      }
      void getData()
      {
         string source = @"Data Source=CE3COMP3\sqlexpress;Initial
Catalog=DBstudent;Integrated Security=True;Pooling=False";
         string select = "select * from Tbl1";
         SqlConnection conn = new SqlConnection(source);
```

```
SqlCommand cmd = new SqlCommand(select,conn);
```

```
        conn.Open();
        SqlDataReader reader = cmd.ExecuteReader();
        getdetails.DataSource = reader;
        getdetails.DataBind();
        conn.Close();
    }

  }
}
```

OUTPUT:

ABC

search ABC Set Header

Footer

Header

search
ABC

pkstudent	fname	lname	gender	subject	imgStudent
18	ABC	gdag	m	s1 s2	IMG-20170326-WA0009.jpg
21	ABC	iggf	m	s1 s2	IMG-20170326-WA0009.jpg

Footer

Practical 9

AIM:

Create Web Service of calculator and consume it.

WebService1.asmx.cs:

```
using System.Linq;
using System.Web;
using System.Web.Services;
namespace WebApplication6
{
    /// <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 Sub(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;
    }

  }
}
```

WebService1.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebApplication6.WebForm1" %>

<asp:Content ID="Content1" ContentPlaceHolderID="head" runat="server">

</asp:Content>

<asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
runat="server">

   <asp:Label ID="lblA" runat="server" Height="20px" style="text-align: center"
   Text="A" Width="130px"></asp:Label>
```

```
<br />
<asp:TextBox ID="txtBoxA" runat="server"
```

```
ontextchanged="TextBox1_TextChanged"></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator1" runat="server"
   ErrorMessage="RequiredFieldValidator"
ControlToValidate="txtBoxA">abc</asp:RequiredFieldValidator>
<br />
<asp:Label ID="lblB" runat="server" Height="20px" style="text-align: center"
   Text="B" Width="126px"></asp:Label>
<br />
<asp:TextBox ID="txtBoxB" runat="server"
ontextchanged="TextBox2_TextChanged"></asp:TextBox>
<asp:RequiredFieldValidator ID="RequiredFieldValidator2" runat="server"
   ErrorMessage="RequiredFieldValidator"
ControlToValidate="txtBoxB">abc</asp:RequiredFieldValidator>
<p>
   <asp:Button ID="btnAdd" runat="server" onclick="btnAdd_Click" Text="+" />
   <asp:Button ID="btnSub" runat="server" Text="-"
      onclick="btnSub_Click" style="width: 18px" />
   <asp:Button ID="btnMul" runat="server" Text="*" onclick="btnMul_Click" />
   <asp:Button ID="btnDiv" runat="server" onclick="Button4_Click" Text="/" />
</p>
<p>
   <asp:Label ID="lblResult" runat="server" Text="Result"></asp:Label>
</p>
</asp:Content>
```

WebService1.aspx.cs:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
namespace WebApplication6
{
   public partial class WebForm1 : System.Web.UI.Page
   {
      WebService1 calc = new WebService1();
```

```
protected void Page_Load(object sender, EventArgs e)
```

```
    {
    }
    protected void TextBox2_TextChanged(object sender, EventArgs e)
    {
    }
    protected void TextBox1_TextChanged(object sender, EventArgs e)
    {
    }
    protected void Button4_Click(object sender, EventArgs e)
    {
    }
    protected void btnAdd_Click(object sender, EventArgs e)
    {
        lblResult.Text = calc.Add(Convert.ToInt16(txtBoxA.Text),
Convert.ToInt16(txtBoxB.Text)).ToString();
    }
protected void btnSub_Click(object sender, EventArgs e)
        lblResult.Text = calc.Sub(Convert.ToInt16(txtBoxA.Text),
Convert.ToInt16(txtBoxB.Text)).ToString();
    }
    protected void btnMul_Click(object sender, EventArgs e)
    {
        lblResult.Text = calc.Mul(Convert.ToInt16(txtBoxA.Text),
Convert.ToInt16(txtBoxB.Text)).ToString();
    }
    protected void btnDiv_Click(object sender, EventArgs e)
    {
        lblResult.Text = calc.Div(Convert.ToInt16(txtBoxA.Text),
Convert.ToInt16(txtBoxB.Text)).ToString();
    }

  }
```

```
}
```

OUTPUT: