.NET TECHNOLOGY

Lab Manual

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Contents

Practical 1

AIM:

Introduction to C#

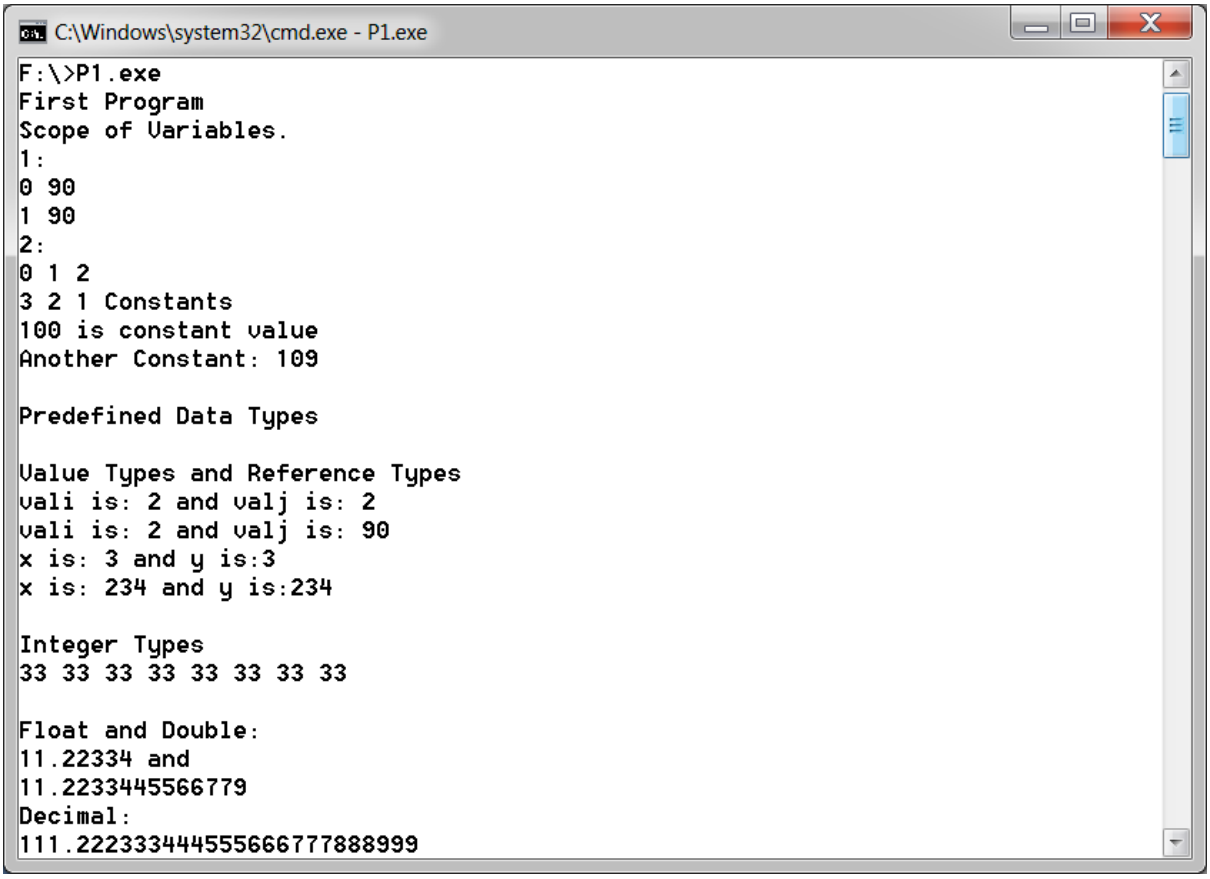
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

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);
            }
```

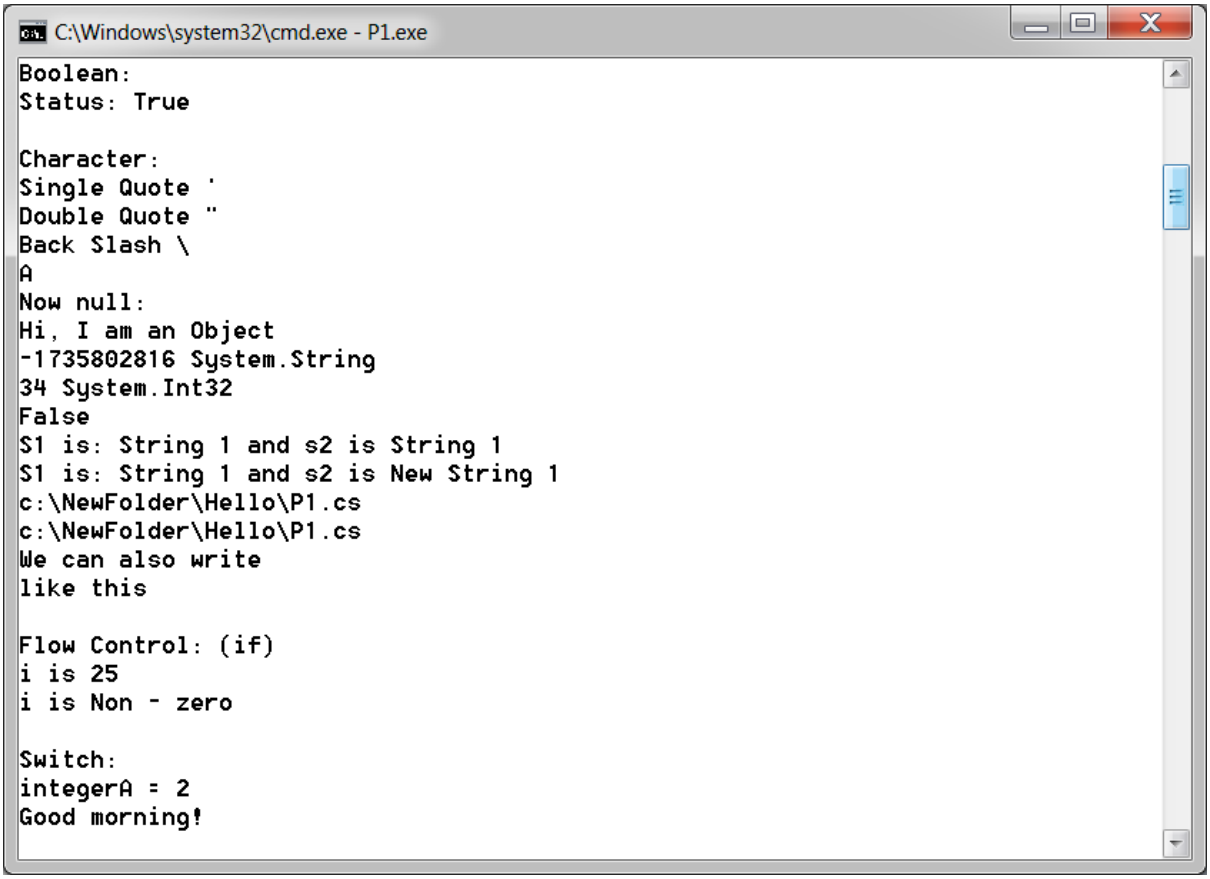
```
            //Constant
            const int valueConst=25;
            Console.WriteLine("{0}",valueConst);
            //valueConst = 15;
            const int valueConst2 = 15;
            Console.WriteLine("{0}", valueConst2);
            //valueConst = valueConst2;
            Console.WriteLine("{0}",valueConst);
            //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
F:\>P1.exe
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:
111.22233344455566677788899


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.

@ @ @ @ @

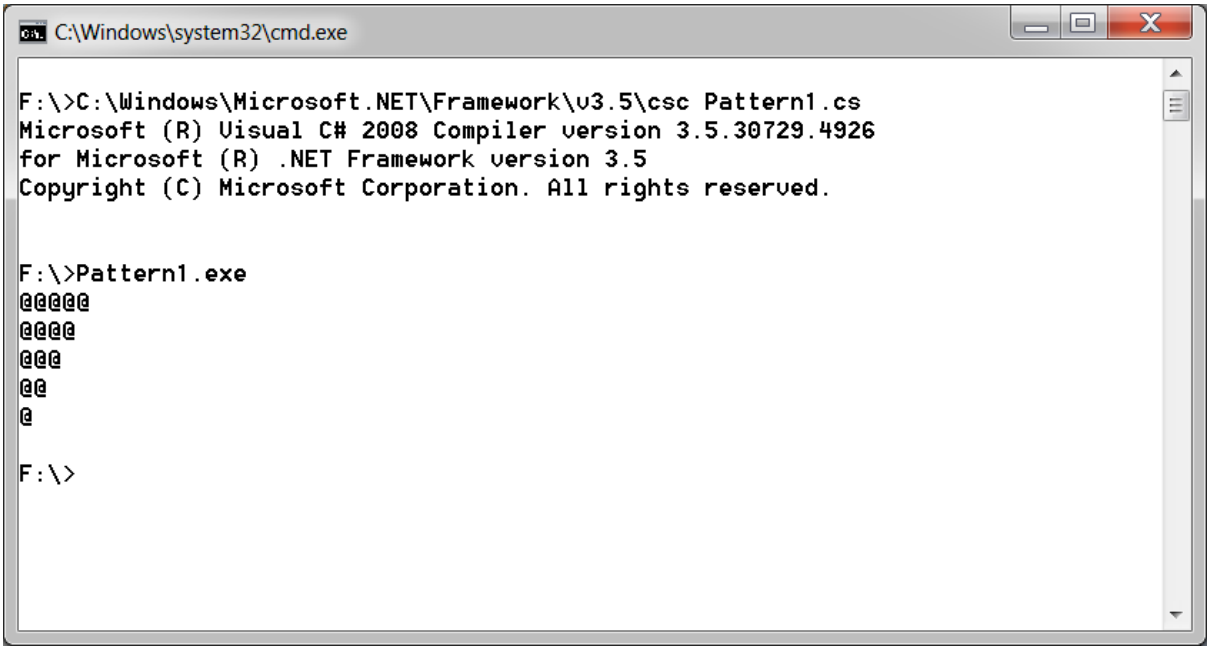
@ @ @ @

@ @ @

@ @

@

```
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

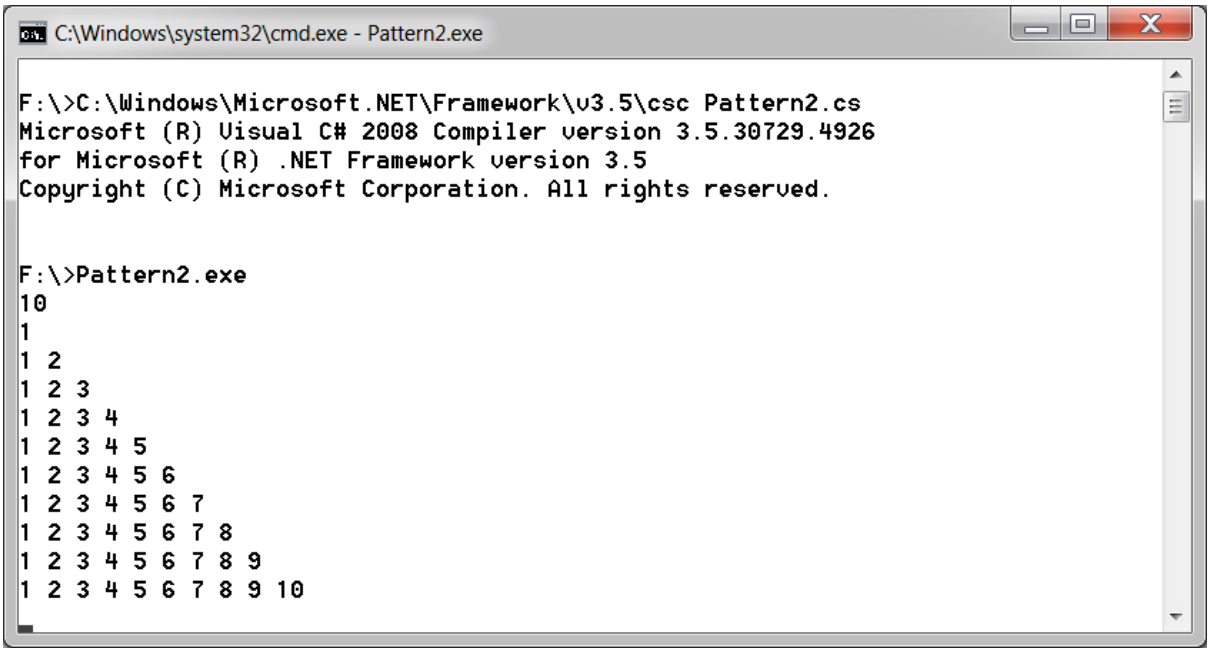
1 2

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();
        }
    }
}
```



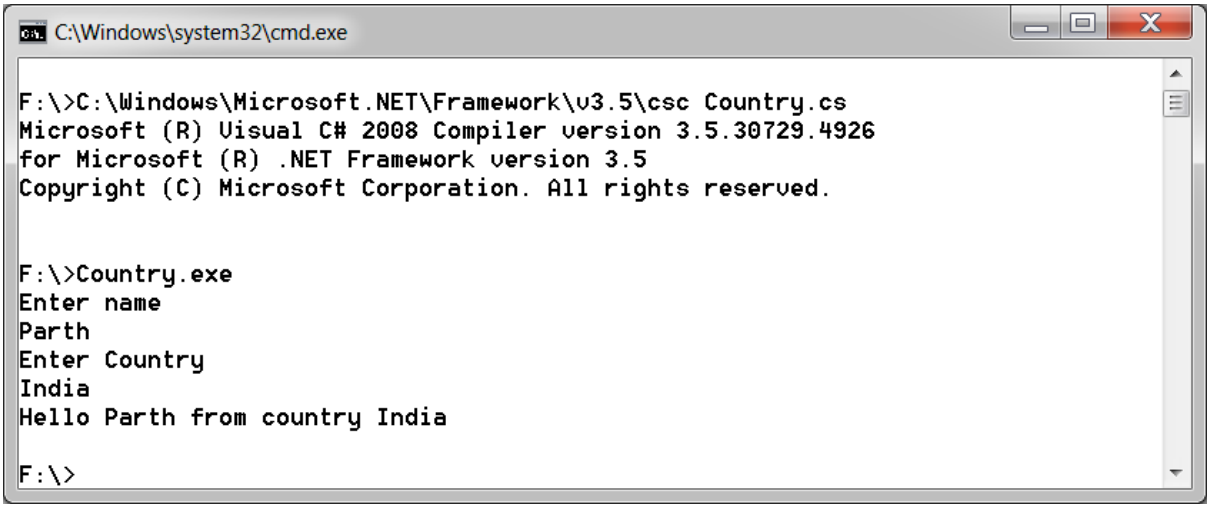
Program 3

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();
        }
    }
}
```

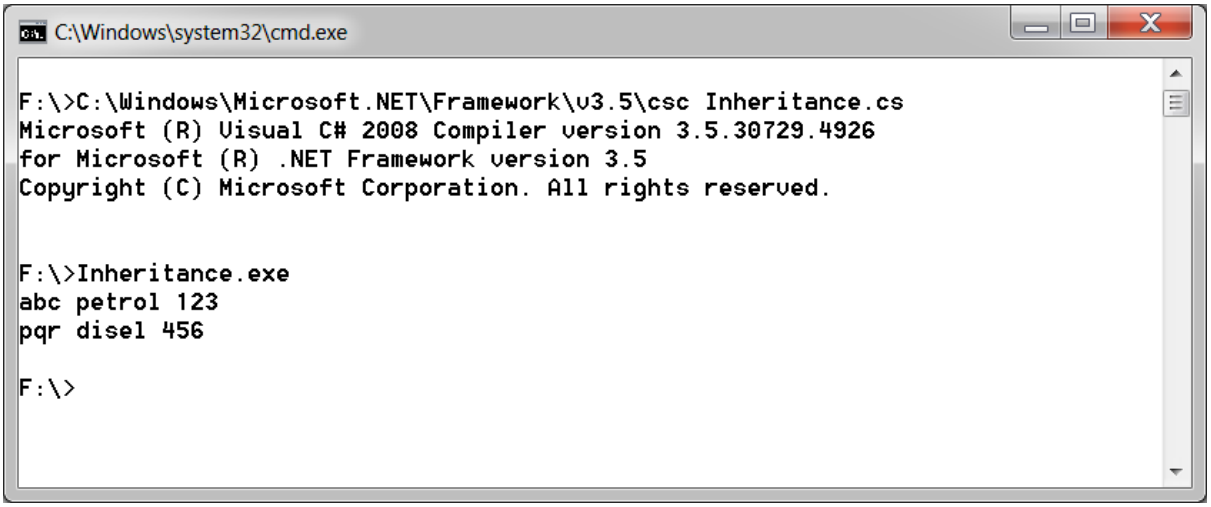


Program 4

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();
        }
    }
}
```


C:\Windows\system32\cmd.exe
F:\>C:\Windows\Microsoft.NET\Framework\v3.5\csc Inheritance.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:\>Inheritance.exe
abc petrol 123
pqr disel 456
F:\>

Practical 3

AIM:

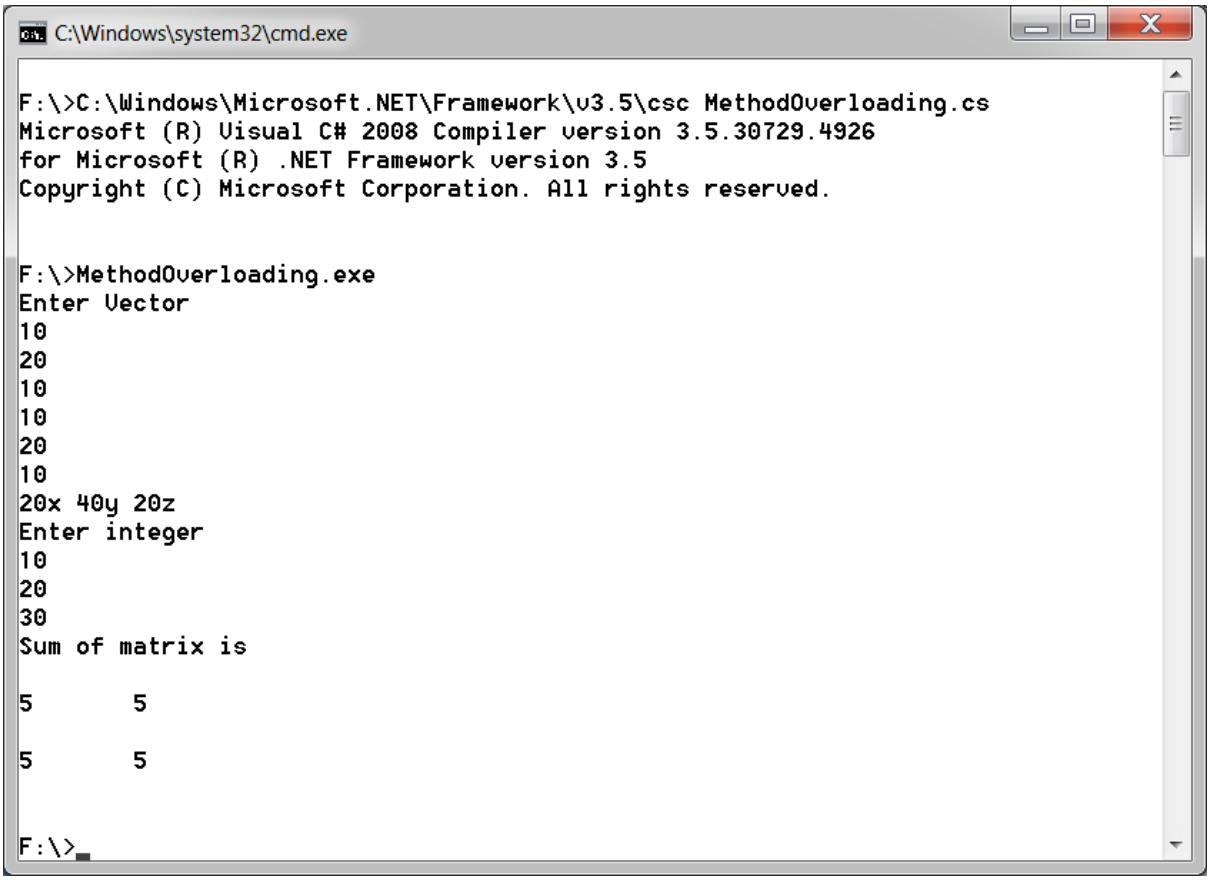
Overloading

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

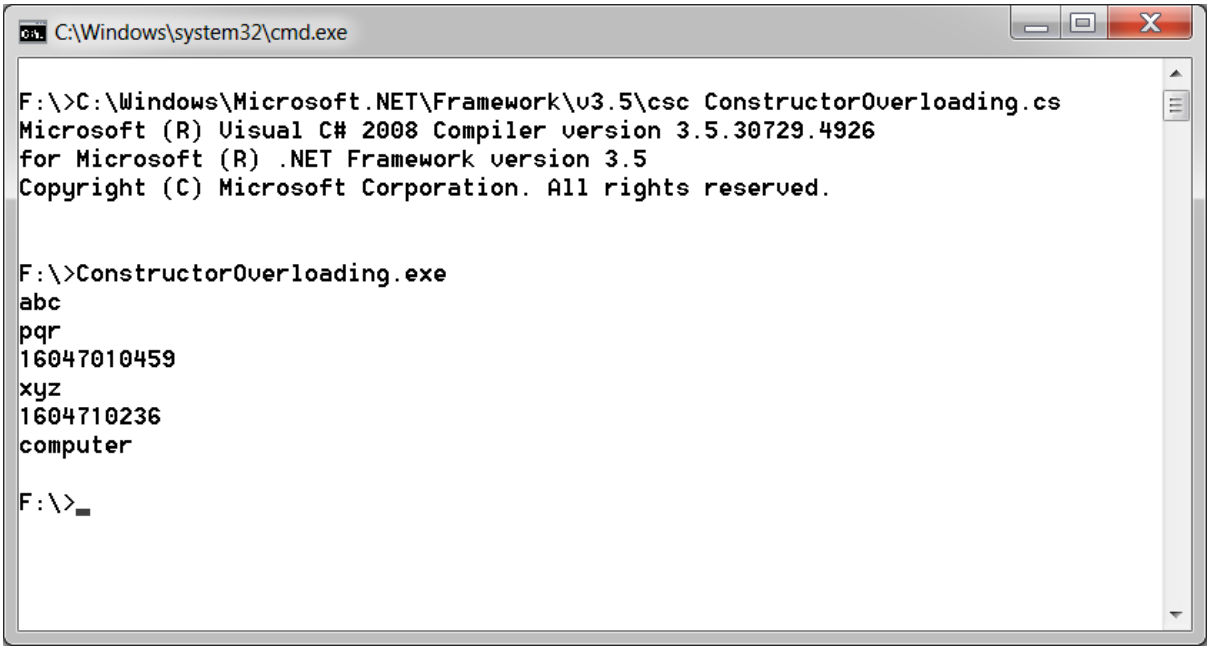
2. Name, Enrollment

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

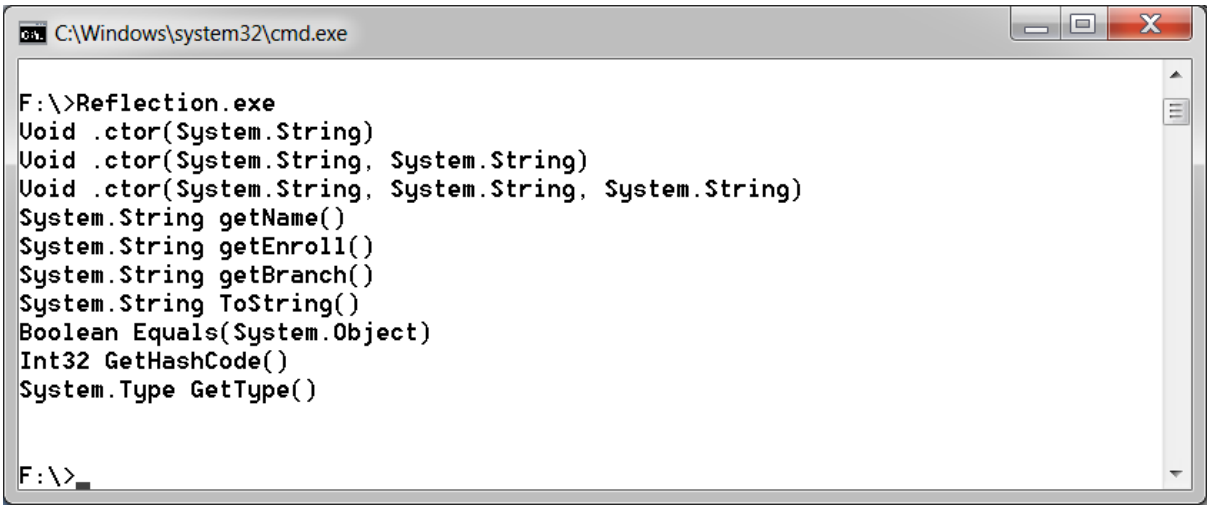
AIM:

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:

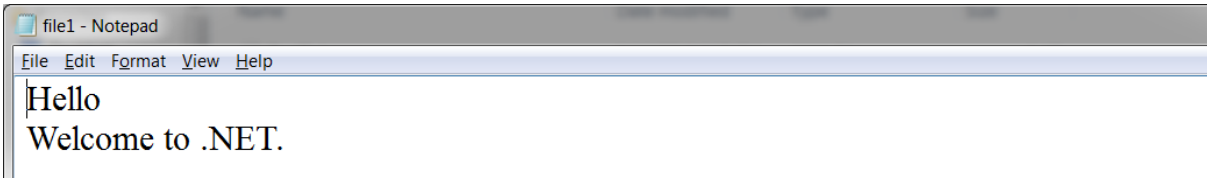
Perform File Handling.

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

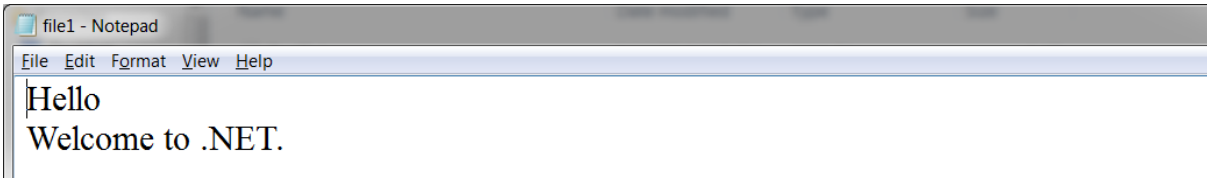
Program 1

```
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:



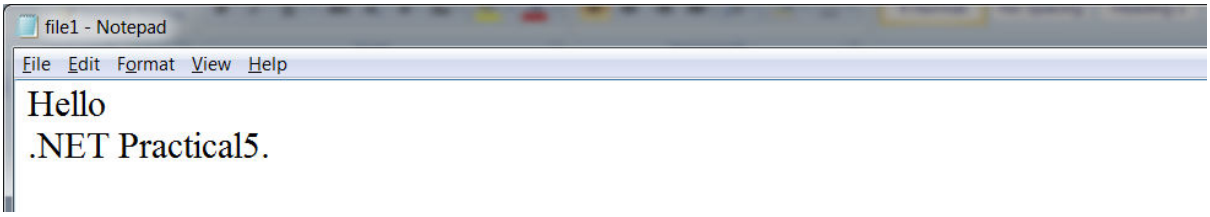
2. Write a C# Program to Read Lines from a File until the End of File is Reached.

Program 2

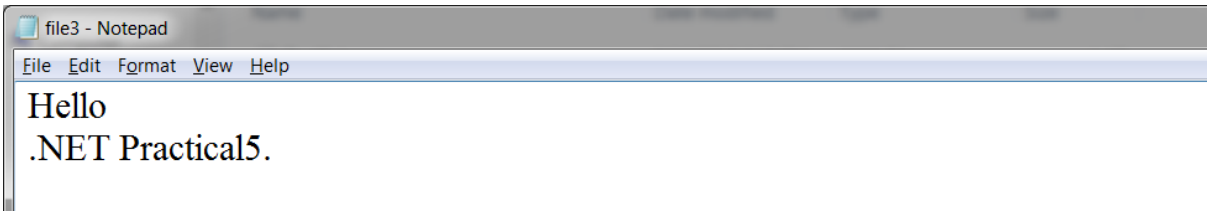
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
namespace CopyFile2
{
    class Program
    {
        static void Main(string[] args)
        {
            String file1 = @"F:\file1.txt";
            String file2 = @"F:\file2.txt";
         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

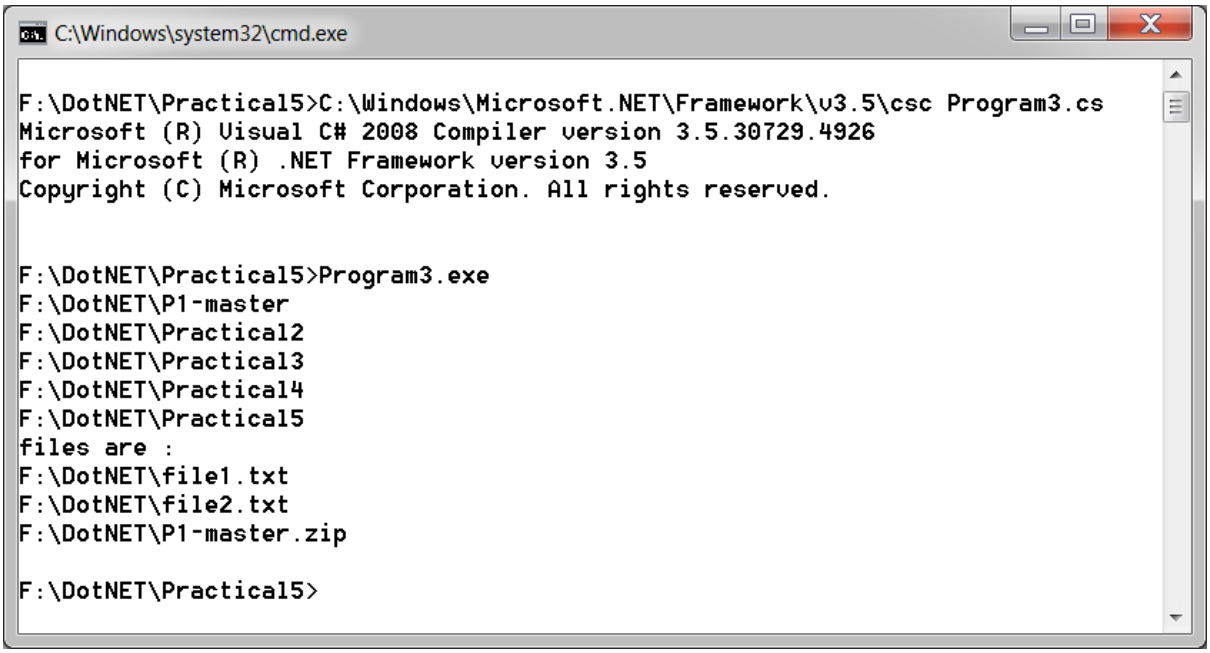


3. Write a C# Program to List Files in a Directory.

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();
```

```
        }}}
```


C:\Windows\system32\cmd.exe
F:\DotNET\Practical5>C:\Windows\Microsoft.NET\Framework\v3.5\csc Program3.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:\DotNET\Practical5>Program3.exe
F:\DotNET\P1-master
F:\DotNET\Practical2
F:\DotNET\Practical3
F:\DotNET\Practical4
F:\DotNET\Practical5
files are :
F:\DotNET\file1.txt
F:\DotNET\file2.txt
F:\DotNET\P1-master.zip
F:\DotNET\Practical5>

Practical 6

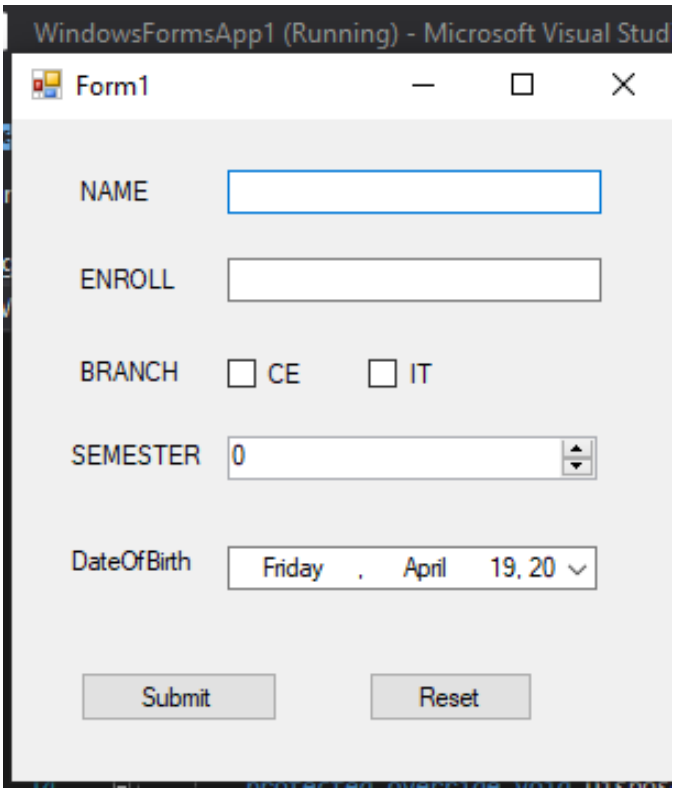
AIM:

Windows Form Application

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.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";
            }
        }
    }
}
```


WindowsFormsApp1 (Running) - Microsoft Visual Stud
Form1
NAME
ENROLL
BRANCH
CE
IT
SEMESTER
0
DateOfBirth
Friday , April 19, 20
Submit
Reset

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:

email sd@sd.sdgd

phone no 456465 *

password 123

confirm password 123

sem 6

submit

- not valid phone no

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

A

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

Footer

PRACTICAL 9

AIM:

Introduction to Web Service

Webfrom1.aspx.cs:

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

namespace radhika
{
public partial class WebForm1 : System.Web.UI.Page
{
webservice.WebService1 cal = new webservice.WebService1();
protected void Page_Load(object sender, EventArgs e)
{

}


protected void btnadd_Click(object sender, EventArgs e)
{
lblresult.Text = cal.Add(Convert.ToInt16(txt1.Text),
Convert.ToInt16(txt2.Text)).ToString();
}


protected void btnsub_Click1(object sender, EventArgs e)
```

```
{
lblresult.Text = cal.Sub(Convert.ToInt16(txt1.Text),
Convert.ToInt16(txt2.Text)).ToString();
}
protected void btnmul_Click1(object sender, EventArgs e)
{
lblresult.Text = cal.Mul(Convert.ToInt16(txt1.Text),
Convert.ToInt16(txt2.Text)).ToString();
}
protected void btndiv_Click1(object sender, EventArgs e)
{
lblresult.Text = cal.Div(Convert.ToInt16(txt1.Text),
Convert.ToInt16(txt2.Text)).ToString();
}
}
}
```

Webform1.designer.aspx.cs:

```
namespace viral{

public partial class WebForm1 {

/// <summary>
/// form1 control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.HtmlControls.HtmlForm form1;
```

```
/// <summary>
/// txt1 control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.TextBox txt1;

/// <summary>
/// RegularExpressionValidator1 control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected             global::System.Web.UI.WebControls.RegularExpressionValidator
RegularExpressionValidator1;

/// <summary>
/// RequiredFieldValidator1 control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected                 global::System.Web.UI.WebControls.RequiredFieldValidator
RequiredFieldValidator1;

/// <summary>
```

```
/// txt2 control.

/// </summary>

/// <remarks>

/// Auto-generated field.

/// To modify move field declaration from designer file to code-behind file.

/// </remarks>

protected global::System.Web.UI.WebControls.TextBox txt2;

/// <summary>

/// RequiredFieldValidator2 control.

/// </summary>

/// <remarks>

/// Auto-generated field.

/// To modify move field declaration from designer file to code-behind file.

/// </remarks>

protected                 global::System.Web.UI.WebControls.RequiredFieldValidator
RequiredFieldValidator2;

/// <summary>

/// RegularExpressionValidator2 control.

/// </summary>

/// <remarks>

/// Auto-generated field.

/// To modify move field declaration from designer file to code-behind file.

/// </remarks>

protected             global::System.Web.UI.WebControls.RegularExpressionValidator
RegularExpressionValidator2;

/// <summary>

/// btnadd control.
```

```
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.Button btnadd;

/// <summary>
/// btnsub control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.Button btnsub;

/// <summary>
/// btnmul control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.Button btnmul;

/// <summary>
/// btndiv control.
/// </summary>
/// <remarks>
/// Auto-generated field.
```

```
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.Button btndiv;

/// <summary>
/// lblresult control.
/// </summary>
/// <remarks>
/// Auto-generated field.
/// To modify move field declaration from designer file to code-behind file.
/// </remarks>
protected global::System.Web.UI.WebControls.Label lblresult;
}
}
```

WEBSERVICE.AMSX.CS:-

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

namespace WebApplication1
{
/// <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;
}

}
}
```

OUTPUT: