



# LAB MANUAL

## .NET TECHNOLOGY

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VVPEC CE SEM-6

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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

```
using System;

using System.Threading;
namespace P1
{
    class P1
    {
        static int j = 90;
        public enum TimeOfDay
        {
            Morning = 0,
            Afternoon = 1,
            Evening = 2
        }
        public static void Main(string[] args)
        {
            Console.WriteLine("First Program");

            int i;
            i = 25;
            Console.WriteLine("Scope of
Variables.\n1:"); 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.WriteLine("{0} {1}\n", j, P1.j);
    }
    Console.WriteLine("2:");
    for (int k = 0; k < 3; k++)
    {
        Console.WriteLine("{0} ", k);
    }
    Console.WriteLine("\n");
    Console.WriteLine(k);

    for (int k = 3; k > 0; k--)
    {
        Console.WriteLine("{0} ", k);
    }

    Console.WriteLine("Constants");
    const int valConst = 100; // This value cannot be changed.
    Console.WriteLine("{0} is constant value", valConst);
    valConst = 45;

    const int valConst2 = valConst + 9 /* + j*/;

    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);

    y = null;
    Console.WriteLine("Value for y is: " + y.value);

    Console.WriteLine("\nInteger Types");

```

```

sbyte sb = 33;
short s = 33;
int _i = 33;
long l = 33L;

//Unsigned Integers
byte b = 33;
ushort us = 33;
uint ui = 33U;
ulong ul = 33UL;
    Console.WriteLine("{0} {1} {2} {3} {4} {5} {6} {7}", sb, s, _i, l,
        b, us, ui, ul);

//Floating point types
float f = 11.22334455F;
double d = 11.2233445566778899;
Console.Write("\nFloat and Double:\n");
Console.WriteLine("{0} and {1}", f, d);

//Decimal Type
decimal dec = 111.222333444555666777888999M;
Console.WriteLine("Decimal:\n{0}", dec);

//Boolean
Console.WriteLine("\nBoolean:");
bool valBoolean = true;
Console.WriteLine("Status: " + valBoolean);

//Character
Console.WriteLine("\nCharacter:\nSingle Quote \'');
Console.WriteLine("Double Quote \");
Console.WriteLine("Back Slash \");
char charA = 'A';
Console.WriteLine(charA);
charA = '\0';
Console.WriteLine("Now null: " + charA);
Console.WriteLine("\a"); //Notification Sound
Thread.Sleep(1000);
Console.Beep(); //another notification sound

object o1 = "Hi, I am an Object";
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
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);

//Flow Control
//The 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);

//Switch
int integerA = 2;
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;
}

//Loops - to be explored
//jump statements goto, break, continue, return - to be explored

//Enumerations
//An enumeration is a user-defined integer type.
//Benefits:
//1.As mentioned, enumerations make your code easier to maintain
//2.Enumerations make your code clearer by allowing you to refer to integer values
by descriptive names
//3.Enumerations make your code easier to type, too. When you go to
assign a value to an instance of an enumerated type,
//the Visual Studio .NET IDE will, through IntelliSense, pop up a list
box of acceptable values in order to save
//you some keystrokes and to remind you of what the possible options
are.

WriteGreeting(TimeOfDay.Morning);
Console.WriteLine("Argument is: {0}",args[1]);
}

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;
    }
}
}

```



```

        public class Vector
        {
            public int value;
        }
    }

```

## Output:

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 '  
 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
```

```
Type in a string:
Viral
The string had at least 5 but less than 10
characters The string was Viral
```

```
Switch:
integerA = 2
Good morning!
```

## Practical-2

### Aim:

### Inheritance

Program 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;

namespace p2
{
    class Pattern1
    {
        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();
        }
    }
}
```

### Output:

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

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

```
1
12
123
1234
```

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

namespace p2
{
    class Pattern2
    {
        static void Main(String[] ar){
            for(int i=1;i<5;i++){
                for(int j=1;j<=i;j++){
                    Console.Write(j);
                }
                Console.WriteLine();
            }
            Console.ReadKey();
        }
    }
}
```

### Output:

```
1
12
123
1234
```

Program 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;

namespace p2
{
    class Read
    {
        static void Main(String[] ar) { Console.WriteLine("Enter
your name:"); string name = Console.ReadLine();
        Console.WriteLine("Enter your City:"); string city =
        Console.ReadLine(); Console.WriteLine("Hello {0}
        from city {1}",name,city);
    }
}
```

### Output:

```
Enter your name:
Viral
Enter your City:
rajkot
Hello Viral from city Rajkot
```

Program 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;

namespace p2
{
    public class Car
    {
        public virtual void display()
        {
            Console.WriteLine("This is Car class...");
        }
    }
    public class Mahindra : Car
    {
        public override void display()
        {
            Console.WriteLine("This is Mahindra class...");
        }
    }
    public class Maruti : Car
    {
        public override void display()
        {
            Console.WriteLine("This is maruti class");
        }
    }
    class Inheritance
    {
        static void Main(String[] ar){
            Maruti m = new Maruti();
            Mahindra mm = new Mahindra();
            m.display();
            mm.display();
        }
    }
}
```

### Output:

```
This is maruti class
This is Mahindra class...
```

## Practical-3

### Aim:

### 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;

namespace p2
{
    public class P3_1
    {
        public int add(int a, int b) {
            return a + b;
        }
        public static Vector add(Vector v1, Vector v2)
        {
            Vector v = new Vector();
            v.a = v1.a + v2.a;
            v.b = v1.b + v2.b;
            return v;
        }
        public static int[,] add(int[,] a, int[,] b) {
            int[,] s = new int[2, 2];
            for (int i = 0; i < 2; i++) {
                for (int j = 0; j < 2; j++) {
                    s[i, j] = a[i, j] + b[i, j];
                }
            }
            return s;
        }
        public static void Main(String[] ar) {
            int n, n1, n2;
            Vector v = new Vector();

            Console.WriteLine("Enter Number 1:");
            n1 = Convert.ToInt32(Console.ReadLine());
            Console.WriteLine("Enter Number 2:");
            n2 = Convert.ToInt32(Console.ReadLine());
            n = n1 + n2;
            Console.WriteLine("Addition of Number:{0}", n);

            Console.WriteLine("Enter Vector 1:");
            n1 = Convert.ToInt32(Console.ReadLine());
            n2 = Convert.ToInt32(Console.ReadLine());
            Vector v1 = new Vector(n1, n2);

            Console.WriteLine("Enter Vector 2:");
```

```

        n1 =Convert.ToInt32(Console.ReadLine());
        n2 = Convert.ToInt32(Console.ReadLine());
        Vector v2 = new Vector(n1,n2);

        v = add(v1, v2);

        Console.WriteLine("Addition of vector: x={0}, y={1}",v.a,v.b);

        int[,] a = new int[,] { { 1, 2 }, { 3, 4 } };
        int[,] b = new int[,] { { 5, 6 }, { 7, 8 } };

        int[,] c = add(a, b);
        Console.WriteLine("Addition of two matrices:");
        for (int z = 0; z < 2; z++) {
            for (int m = 0; m < 2; m++) {
                Console.WriteLine("Addition: "+ c[z, m]);
            }
        }
        Console.ReadKey();
    }
}
public class Vector {
    public int a, b;
    public Vector() { }
    public Vector(int a, int b)
    {
        this.a = a;
        this.b = b;
    }
}
}

```

## Output:

```

Enter Number 1:1
Enter Number 2:2
Addition of Number:3

```

```

Enter Vector 1:
1
2
Enter Vector 2:
3
4
Addition of vector: x=4, y=6

```

```

Addition of two metrics:
Addition: 6
Addition: 8
Addition: 10
Addition: 12

```



Program 2: Write a c# program that create student object. Overload constructor 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 p2
{
    public class Student
    {
        string name, enrollment, branch;
        public Student(string name) {
            this.name = name;
            Console.WriteLine("First Constructor initiated..");
        }
        public Student(string name, string enrollment) {
            this.name = name;
            this.enrollment = enrollment;
            Console.WriteLine("Second Constructor initiated..");
        }
        public Student(string name, string enrollment, string branch)
        { this.name = name;
          this.enrollment = enrollment;
          this.branch = branch;
          Console.WriteLine("Third Constructor initiated..");
        }
        public static void Main(String[] ar) {
            Student s1 = new Student("Viral");
            Student s2 = new Student("Viral","160470107043");
            Student s3 = new Student("Viral","160470107043","Computer");
        }
    }
}
```

### Output:

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

## Practical-4

### Aim:

### Reflection

Create a c# program to find Methods, Properties and Constructors from class of running program.(Use Class from previous practical)

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

namespace p2
{
    class Reflection
    {
        static void Main()
        {
            Type T = Type.GetType("p2.Customer");
            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());
            }
        }
    }
    class Customer
    {
        public int ID { get; set; }
        public string Name { get; set; }
        public Customer(int ID, string Name)
        {
            this.ID = ID;
            this.Name = Name;
        }
    }
}
```

```
        public Customer()  
        {  
            this.ID = -1;  
            this.Name = string.Empty;  
        }  
        public void printID()  
        {  
            Console.WriteLine("ID is: {0}", this.ID);  
        }  
        public void printName()  
        {  
            Console.WriteLine("Name is: {0}", this.Name);  
        }  
    }  
}
```

## Output:

```
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:

### File Handling

Program 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.IO;

namespace p2
{
    class P4_1
    {
        public static void Main(){
            string f1 = @"f1.txt";
            string f2 = @"f2.txt";
            using (StreamReader reader = new StreamReader(f1))
            using (StreamWriter writer = new StreamWriter(f2))
                writer.Write(reader.ReadToEnd());
        }
    }
}
```

### Output:

F1.txt: Hello vvp...  
F2.txt: Hello vvp...

## Program 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.IO;

namespace p2
{
    public class CopyFile
    {
        public void copyFile(string f1, string f2)
        {
            using (StreamReader reader = new StreamReader(f1))
            using (StreamWriter writer = new StreamWriter(f2))
            {
                string line = null;
                while ((line = reader.ReadLine()) != null)
                    writer.WriteLine(line);
            }
        }
    }
    public class mmain{
        public static void Main(){
            CopyFile cp = new CopyFile();
            string f1 = @"E:\Sem-6\ p2\f1.txt";
            string f2 = @"E:\Sem-6\ p2\f2.txt";
            cp.copyFile(f1,f2);
        }
    }
}
```

### Output:

F1.txt:  
Hello World.....  
hii

how are you ???

F2.txt:  
Hello World.....  
hii

how are you ???

### Program 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.IO;

namespace p2
{
    class ListFile
    {
        public static void Main() {
            string[] Directories = Directory.GetDirectories(@"E:\Sem-6\VS");
            foreach (string dir in Directories)
                Console.WriteLine(dir);
            string[] files = Directory.GetFiles(@"E:\Sem-6 ");
            foreach (string file in files)
                Console.WriteLine(file);

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

### Output:

```
E:\Sem-6\ P1-master
E:\Sem-6\ p2
E:\Sem-6\ Assignment.docx
E:\Sem-6\ C# word.txt
E:\Sem-6\ Doc1.docx
E:\Sem-6\ P1-master.zip
E:\Sem-6\ p1.cs
E:\Sem-6\ p1.exe
E:\Sem-6\ VS.docx
```

## Practical-6

### Aim:

### Windows Form Application

Program: Create Windows Form Application for Student Registration and store student Details in Database.

### Form.cs:

```
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 StudentForm
{
    public partial class Form1 : Form
    {
        string imgPath;
        public Form1()
        {
            InitializeComponent();

            private void btnsave_Click(object sender, EventArgs e)
            {
                string gen = null;
                string subject = null;
                if (genMale.Checked == true) {
                    gen = "m";
                }
                if (genFemale.Checked == true) {
                    gen = "f";
                }
                if (ck1.Checked == true) {
                    subject = subject + " s1";
                }
                if (ck2.Checked == true) {
                    subject = subject + " s2";
                }
            }
        }
    }
}
```

```

        string source = @"Data Source=Viral-Patel\SQLExpress;Initial
        Catalog=DemoDb;Integrated Security=True;Pooling=False";

        string insert = "insert into tblstudent
        (fname,lname,gender,subject,imgStudent) values ('" + txtfname.Text + "','"
        + txtlname.Text + "','" + gen + "','" + subject + "','" + (imgPath
        == null ? "" : imgPath) + "')";
        //MessageBox.Show(insert);
        //string insert = "insert into tblstudent(fname) values
        ('jhghh')"; SqlConnection conn = new SqlConnection(source);

        SqlCommand cmd = new
        SqlCommand(insert,conn); conn.Open();
        int i = cmd.ExecuteNonQuery();
        conn.Close();
        Console.WriteLine("Success....");

    }

    private void Form1_Load(object sender, EventArgs e)
    {

    }

    private void btnimg_Click(object sender, EventArgs e)
    {
        openFileDialog1.Filter = "Jpg|*.jpg";
        if (openFileDialog1.ShowDialog() == DialogResult.OK)
        {
            imgPath = openFileDialog1.SafeFileName;
            pictureBox.Image = Image.FromFile(openFileDialog1.FileName);
            //MessageBox.Show(imgPath);
        }
    }

}

```



## Program.cs:

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

namespace StudentForm
{
    static class Program
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new Form1());
        }
    }
}
```

## Output:

The screenshot displays a Windows Form application with a light gray background. On the left side, there are four labels with corresponding input fields: 'First Name' with a text box, 'Last Name' with a text box, 'Gender' with two radio buttons labeled 'Male' (selected) and 'Female', and 'subject' with two checkboxes labeled 's1' and 's2'. Below these fields is a 'Save' button with a blue border. On the right side, there is a placeholder for a profile picture, showing a blurred image of a person. Below the image is an 'Upload' button. The overall layout is clean and functional, typical of a standard Windows Forms application.



[illegible]

```

        <br />
        <asp:ValidationSummary ID="ValidationSummary1" runat="server"
    /> </td>
</tr>
<tr>
    <td>
        <asp:Button ID="Button1" runat="server" Text="Save"
    /> </td>
</tr>
</table>
</div>
</form>

```

## Output:

Name	<input type="text"/>	RequiredFieldValidator
Email	<input type="text" value="abcde"/>	RegularExpressionValidator
Password	<input type="password" value="..."/>	
Confirm Password	<input type="password" value="..."/>	CompareValidator
Sem	<input type="text" value="9"/>	RangeValidator

- RequiredFieldValidator
- RegularExpressionValidator
- CompareValidator
- RangeValidator

## Practical-8

### Aim:

### Introduction To Master Pages

### Site1.Master:

```
<%@ Master Language="C#" AutoEventWireup="true" CodeBehind="Site1.master.cs"
Inherits="WebApplication1.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> <style
type="text/css">
        .style1 {
            width: 97px;
            height: 141px;
        }
        .style2
        {
            width: 97px;
            height: 105px;
        }
        .style3
        {
            width: 97px;
            height: 99px;
        }
        .style4
        {
            width: 9px;
        }
    </style>
</head>
<body>
    <form id="form1" runat="server">
        <table height="50%" width="50%">
            <tr>
                <td class="style2" colspan="2">
                    <asp:Label ID="lblheader" runat="server"
Text="Header"></asp:Label> </td>
            </tr>
            <tr>
                <td class="style4">
                    <asp:Button ID="btnsearch" runat="server" Text="search" />
                </td>
            </tr>
        </table>
    </form>
</body>
</html>
```

```
        <asp:TextBox ID="txtsearch"
runat="server"></asp:TextBox> </td>
<td class="style3">
        <asp:ContentPlaceHolder ID="ContentPlaceHolder1"
runat="server"> content page
</asp:ContentPlaceHolder>
</td>
</tr>
<tr>
        <td class="style1" colspan="2">
                <asp:Label ID="lblfooter" runat="server"
Text="Footer"></asp:Label> </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 WebApplication1
{
    public partial class Site1 :
        System.Web.UI.MasterPage {
        protected void Page_Load(object sender, EventArgs e)
        {

        }

        public Label lblHeader {
            get {
                return lblheader;
            }
        }

        public Button BtnSearch {
            get {
                return btnsearch;
            }
        }

        public TextBox TxtSearch {
            get {
                return txtsearch;
            }
        }
    }
}
```

## WebForm1.aspx:

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm1.aspx.cs"
Inherits="WebApplication1.WebForm1" %>

<asp:Content ID="Content1" ContentPlaceHolderID="ContentPlaceHolder1"
    runat="server"> <asp:TextBox ID="txtname" runat="server" ></asp:TextBox>
<asp:Button ID="Button1" runat="server" Text="Set Header" 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 WebApplication1
{
    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 = txtname.Text;
        }

    }
}
```



**WebForm2.aspx:**

```
<%@ Page Title="" Language="C#" MasterPageFile="~/Site1.Master"
AutoEventWireup="true" CodeBehind="WebForm2.aspx.cs"
Inherits="WebApplication1.WebForm2" %>
    <asp:Content ID="Content2" ContentPlaceHolderID="ContentPlaceHolder1"
        runat="server"> <asp:GridView ID="grdstudent"
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 WebApplication1
{
    public partial class WebForm2 :
        System.Web.UI.Page {
        protected void Page_Init(object sender, EventArgs e)
        {
            ((Site1)Master).BtnSearch.Click += new EventHandler(BtnSearch_Click);
        }

        void BtnSearch_Click(object sender, EventArgs e)
        {
            getData();
        }
        protected void Page_Load(object sender, EventArgs e)
        {}
        void getData() {
            string s= ((Site1)Master).TxtSearch.Text;
            Console.WriteLine(s);
            string source = @"Data Source=Viral-Patel\SQLExpress;Initial
Catalog=DemoDb;Integrated Security=True;Pooling=False";
            string select = "select * from tblstudent where fname like '%" +
            ((Site1)Master).TxtSearch.Text + "%'";
            SqlConnection con = new
            SqlConnection(source); SqlCommand cmd = new
            SqlCommand(select, con); con.Open();
            SqlDataReader rdr = cmd.ExecuteReader();
            grdstudent.DataSource = rdr;
            grdstudent.DataBind();
            con.Close();
        }
    }
}
```

**Output:**

ABC

<input type="button" value="search"/>	<input type="text"/>	<input type="text" value="ABC"/>	<input type="button" value="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