Name of Experiment: Basic Input and Output Display	**Exp No:** WP2
Background: Student should require a basic knowledge of C#.	
Summary: After going through this experiment, student should be able to understand, how to fetch the input from the user and displaying it as an output on the screen.	
Learning Objective: To explain the process of getting an input from the user and display it on the mobile screen.	
Target Platforms: This application is tested on Windows Phone Emulator and Windows Phone (Lumia 800).	

Procedure:

Step1. Repeat all the steps [1-6] as in experiment WP1.

Step2. Set the Title panel of the experiment by putting the Application Title, Experiment Title and Page Title.[Refer Source code Main.Page.xaml]

Step3. Now, Drag and drop the required UI component on the content panel and align them as given in figure.[Refer fig. no 1]

Step4.Now add click event handler for button “Display” in MainPage.xaml.

Step5. Now, open the MainPage.xaml.cs and add few lines in the button1_click event handler.[Refer Source Code MainPage.xaml.cs]

Step6. Save all changes made to the experiment.

Step7. Press F5, to deploy the application on the Windows Phone Emulator for debugging purpose.[Refer fig. no 2,3,4, 5]

Source Code	**Comments**

MainPage.xaml
 	
`<!--TitlePanel contains the name of the application and page title-->`
`<StackPanel x:Name="TitlePanel" Grid.Row="0" Margin="12,17,0,28">`
`<TextBlock x:Name="ExperimentTitle" Text="Exp. No WP2" TextAlignment="Right" Style="{StaticResource PhoneTextNormalStyle}"/>`
`<TextBlock x:Name="ApplicationTitle" Text="Basic Input Display" Style="{StaticResource PhoneTextNormalStyle}"/>`
`<TextBlock x:Name="PageTitle" Text="Home Screen" Margin="9,-7,0,0"`
	← Title Panel for setting the
	
	←Experiment Title
	
	←Application Title
	
	← Page Title

```
Style="{StaticResource
PhoneTextTitle1Style}"/>
        </StackPanel>

        <!--ContentPanel - place additional
content here-->
        <Grid x:Name="ContentPanel"
Grid.Row="1" Margin="12,0,12,0">
            <TextBlock Height="72"
HorizontalAlignment="Left"
Margin="12,42,0,0" Name="textBlock1"
Text="Input Text" VerticalAlignment="Top"
Width="153" />
            <TextBox Height="72"
HorizontalAlignment="Left"
Margin="126,42,0,0" Name="textBox1" Text=""
VerticalAlignment="Top" Width="324" />
            <TextBlock Height="100"
HorizontalAlignment="Left"
Margin="135,166,0,0" Name="textBlock2"
TextWrapping="Wrap" FontSize="20"
FontWeight="ExtraBold"
VerticalAlignment="Top" Width="324" />
            <Button Content="Display"
Height="72" Click="button1_Click"
HorizontalAlignment="Left"
Margin="216,282,0,0" Name="button1"
VerticalAlignment="Top" Width="160" />
        </Grid>
        <TextBlock Height="72"
HorizontalAlignment="Left"
Margin="12,166,0,0" Name="textBlock3"
Text="Output Text" VerticalAlignment="Top"
Grid.Row="1" />
    </Grid>
```

← Content Panel to hold the UI components

MainPage.xaml.cs

```
using System.Windows;
using Microsoft.Phone.Controls;
using System;

namespace WP2._1
{
    public partial class MainPage :
PhoneApplicationPage
    {
        // Constructor
        public MainPage()
        {
            InitializeComponent();
        }

        private void button1_Click(object
sender, RoutedEventArgs e)
        {
            String str = textBox1.Text;
            textBlock2.Text = str;

        }
    }
}
```

← Button “Display” Click Handler

← using System

Screenshots:

Fig. no 1 UI Screen for exp. WP2

Fig. no 2 Output on Emulator

Fig. no 3 Virtual Keypad for Input Text

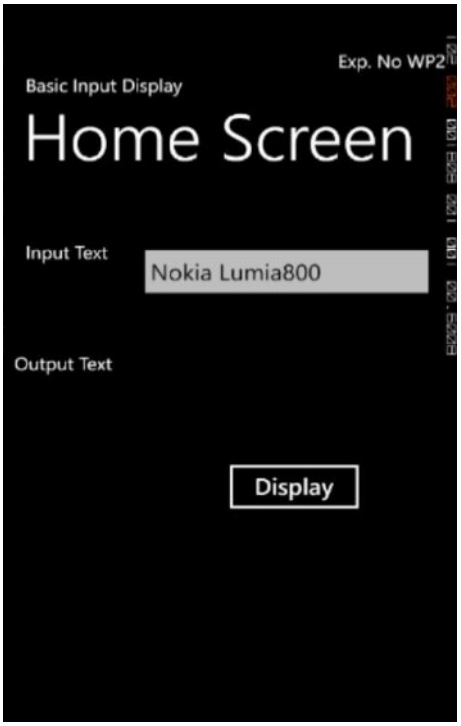

Fig. no 4 Entered Text

Fig. no 5 Output on the Screen

Observations:

Now, student can use this experiment in various ongoing applications wherever they are required to get an input from the user.