

# Lesson 6

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Forms

# Agenda

- User input events
- Template-driven forms
- Reactive forms (dynamic forms)

# User input events

```
@Component({  
  selector: 'key-up1',  
  template: `  
    <input (keyup)="onKey($event)">  
    <p>{{values}}</p>  
  `,  
})
```

```
export class KeyUpComponent_v1 {  
  values = '';  
  
  /*  
  onKey(event: any) { // without type info  
    this.values += event.target.value + ' | ';  
  }  
  */  
  
  onKey(event: KeyboardEvent) { // with type info  
    this.values += (<HTMLInputElement>event.target).value + ' | ';  
  }  
}
```

# User input events

```
@Component({
  selector: 'key-up3',
  template: `
    <input #box (keyup.enter)="onEnter(box.value)">
    <p>{{value}}</p>
  `
})
export class KeyUpComponent_v3 {
  value = '';
  onEnter(value: string) { this.value = value; }
}
```

# Approaches to create forms

- Template-driven forms
- Reactive forms

# Template-driven forms

- Requires FormsModule
- Works with POJO models
- NgForm directive is added automatically
- Inputs, bindings, validation are described in template

# Template-driven forms. Register Module

```
import { NgModule }      from '@angular/core';
import { BrowserModule } from '@angular/platform-browser';
import { FormsModule }   from '@angular/forms';

import { AppComponent }  from './app.component';
import { HeroFormComponent } from './hero-form.component';

@NgModule({
  imports: [
    BrowserModule,
    FormsModule
  ],
  declarations: [
    AppComponent,
    HeroFormComponent
  ],
  bootstrap: [ AppComponent ]
})
export class AppModule { }
```

# Template-driven forms. Create model

```
export class Hero {  
  
  constructor(  
    public id: number,  
    public name: string,  
    public power: string,  
    public alterEgo?: string  
  ) { }  
  
}
```



# Template-driven forms. Create template

```
<form (ngSubmit)="onSubmit()" #heroForm="ngForm">
  <div class="form-group">
    <label for="name">Name</label>
    <input type="text" class="form-control" id="name"
      required
      [(ngModel)]="model.name" name="name"
      #name="ngModel">
    <div [hidden]="name.valid || name.pristine"
      class="alert alert-danger">
      Name is required
    </div>
  </div>
</form>
```

...

```
<button type="submit" class="btn btn-success"
[disabled]="!heroForm.form.valid">Submit</button>
<button type="button" class="btn btn-default" (click)="newHero();
heroForm.reset()">New Hero</button>
</form>
```

# Template-driven forms. Control states

State	Class if true	Class if false
The control has been visited.	ng-touched	ng-untouched
The control's value has changed.	ng-dirty	ng-pristine
The control's value is valid.	ng-valid	ng-invalid

# Template-driven forms. Validation

```
<input id="name" name="name" class="form-control"
      required minlength="4" forbiddenName="bob"
      [(ngModel)]="hero.name" #name="ngModel" >

<div *ngIf="name.invalid && (name.dirty || name.touched)"
      class="alert alert-danger">

<div *ngIf="name.errors.required">
  Name is required.
</div>
<div *ngIf="name.errors.minlength">
  Name must be at least 4 characters long.
</div>
<div *ngIf="name.errors.forbiddenName">
  Name cannot be Bob.
</div>
```

# Template-driven forms. Custom validation

```
export function forbiddenNameValidator(nameRe: RegExp): ValidatorFn {  
  return (control: AbstractControl): {[key: string]: any} => {  
    const forbidden = nameRe.test(control.value);  
    return forbidden ? {'forbiddenName': {value: control.value}} : null;  
  };  
}  
  
@Directive({  
  selector: '[forbiddenName]',  
  providers: [{provide: NG_VALIDATORS, useExisting: ForbiddenValidatorDirective, multi: true}]  
})  
  
export class ForbiddenValidatorDirective implements Validator {  
  @Input() forbiddenName: string;  
  
  validate(control: AbstractControl): {[key: string]: any} {  
    return this.forbiddenName ? forbiddenNameValidator(new RegExp(this.forbiddenName, 'i'))(control)  
      : null;  
  }  
}
```

# Reactive forms

- Requires ReactiveFormsModule
- FormGroup\FormControls are applied manually
- Inputs, bindings, validation are described in form group model

# Reactive forms. Register module

```
import { NgModule }           from '@angular/core';
import { BrowserModule }       from '@angular/platform-browser';
import { ReactiveFormsModule } from '@angular/forms'; // <-- #1 import module

import { AppComponent }        from './app.component';
import { HeroDetailComponent } from './hero-detail.component'; // <-- #1 import component

@NgModule({
  imports: [
    BrowserModule,
    ReactiveFormsModule // <-- #2 add to @NgModule imports
  ],
  declarations: [
    AppComponent,
    HeroDetailComponent, // <-- #3 declare app component
  ],
  bootstrap: [ AppComponent ]
})
export class AppModule { }
```

# Reactive forms. Add form group

```
import { Component }           from '@angular/core';  
import { FormControl, FormGroup } from '@angular/forms';
```

```
export class HeroDetailComponent2 {  
  heroForm = new FormGroup ({  
    name: new FormControl()  
  });  
}
```

```
<form [formGroup]="heroForm" novalidate>  
  <div class="form-group">  
    <label class="center-block">Name:  
      <input class="form-control" formControlName="name">  
    </label>  
  </div>  
</form>
```

# Reactive forms. Form builder. Validation

```
import { Component } from '@angular/core';  
import { FormBuilder, FormGroup, Validators } from '@angular/forms';
```

```
createForm() {  
  this.heroForm = this.fb.group({  
    name: ['', Validators.required ],  
    street: '',  
    city: '',  
    state: '',  
    zip: '',  
    power: '',  
    sidekick: ''  
  });  
}
```



# Reactive forms. FormControl

```
<p>Street value: {{ heroForm.get('address.street').value}}</p>
```

Property	Description
<code>myControl.value</code>	the value of a <code>FormControl</code> .
<code>myControl.status</code>	the validity of a <code>FormControl</code> . Possible values: <code>VALID</code> , <code>INVALID</code> , <code>PENDING</code> , or <code>DISABLED</code> .
<code>myControl.pristine</code>	<code>true</code> if the user has <i>not</i> changed the value in the UI. Its opposite is <code>myControl.dirty</code> .
<code>myControl.untouched</code>	<code>true</code> if the control user has not yet entered the HTML control and triggered its blur event. Its opposite is <code>myControl.touched</code> .

# Reactive forms. Custom validation

```
export function forbiddenNameValidator(nameRe: RegExp): ValidatorFn {  
  return (control: AbstractControl): {[key: string]: any} => {  
    const forbidden = nameRe.test(control.value);  
    return forbidden ? {'forbiddenName': {value: control.value}} : null;  
  };  
}
```

```
this.heroForm = new FormGroup({  
  'name': new FormControl(this.hero.name, [  
    Validators.required,  
    Validators.minLength(4),  
    forbiddenNameValidator(/bob/i) // <-- Here's how you pass in the custom validator.  
  ]),  
  'alterEgo': new FormControl(this.hero.alterEgo),  
  'power': new FormControl(this.hero.power, Validators.required)  
});
```