## PRACTICA 2 UNIDAD 3

## **RECAPTCHA**

Imagen de Login con icono ReCaptcha



Imagen de código donde se implementa el recaptcha

```
### Set Selection When the Number Hold production | Produ
```

```
login-routing.module.ts
                                                                                                                                                                                                                                                                                                                              environment.ts
                   src > app > pages > auth > login > \( \frac{\omega}{0} \) login.componentts > \( \frac{\omega}{2} \) LoginComponent
6 import \( \frac{\omega \omega \om
                                         @Component({
    selector: 'app-login',
                                                 templateUrl: './login.component.html',
styleUrls: ['./login.component.scss'],
                                            export class LoginComponent implements OnInit {
B
                                                   loginForm: any;
                                                   tokenVisible: boolean = true;
                                                   reCAPTCHAToken: string = "";
                                                  constructor(private fb: FormBuilder, public baseForm: BaseForm, private router:Router,
                                                         private recaptchaV3Service: ReCaptchaV3Service) {}
                                                  ngOnInit(): void {
                                                          this.loginForm = this.fb.group({
                                                                username: ['', [Validators.required]],
                                                                 password: \ [ \ '', \ [Validators.required, \ Validators.minLength (8)]],
       sec > app > pages > auth > kegin > 📕 login.component.html > 😌 mat-grid-list.fundo
                                                          imput label=ContraseRe: Mat -label>
imput [type]="password" foreControlName="password" matInput autocomplete="new-password"/>
contrarer "mgIf="baseFore.isValidField(loginFore.get("password"))">
    (( buseFore.getErrorMessage(loginFore.get("password")) ))
                                                    chittum type-"subsit" mat-raised-button-button color-"primary" [disabled]- "lleginform.valid" Ingresare/button-
```

## Imagen de token en pantalla Login

