extends Sprite

var url = userModel.getBaseUrl()

var result

var responseCode

func \_ready():

$password\_nomatch\_lbl.hide()

get\_parent().get\_node("changepassword\_btn").connect("pressed",self,"renderchangePasswordBox")

$close\_btn.connect("pressed",self,"closeChangePasswordBox")

$submit\_change\_password\_btn.connect("pressed",self,"verifyPasswordInput");

pass

func renderchangePasswordBox():

self.show()

func closeChangePasswordBox():

self.hide()

func verifyPasswordInput():

var pass\_val = $new\_password.text

var re\_pass\_val = $re\_new\_password.text

if (pass\_val != re\_pass\_val) || (pass\_val == '' || re\_pass\_val == ''):

$password\_nomatch\_lbl.show()

else:

$password\_nomatch\_lbl.hide()

var apiUrl = url + '/' + userModel.getUserId()

var data = {"password": pass\_val}

apiController.apiCallPut(data,apiUrl)

yield(apiController, "request\_completed")

result = apiController.getResult()

responseCode = apiController.getResponseCode()

self.hide()

get\_parent().get\_node("password\_updated\_box").show()