Lab 7 - Form Validation with JavaScript (4%)

Part 1: SHIPPING FORM CONFIRMATION   (1.5%)

REQUIREMENTS: ***Using Lab-7-forms.html/js process the shipping form.***

Note: This form will not redirect to a different page. For this exercise, we are using the same page to display the confirmation message, so your code must stop the form from submitting fully.

1. Upon submission of the form (0.5%):

    a. The form disappears

    b. A thank you message appears (*see bottom of the HTML file*).

2. Once this is working, we will add the user data to the output (1%):

    a. Now, get the input data from the user to customize the thank you message.

    b. The thank you message will now say:

    "**Thank you *NAME* for your purchase. Your package will be sent to *POSTALCODE*.**"

Part 2:   VALIDATE THE FORM *(regex not required for this)*   **(1%)**

Continuing with the same files …

Inside the form handling function…

1.   If the user does not provide any input for the name field, the background of the field turns red, the cursor is set there, and the form does not submit. **You must use `return false` for this.**

2.   If the user does not provide any input for the Postal Code field, the background of the field turns red, the cursor is set there, and the form does not submit.

3.   If all fields are valid, the user sees the thank you message from Part 1.

STRETCH GOAL   **(1%)**

Uncomment the *speed of delivery* form field and add validation for it. Your output message should now say:

"**Thank you *NAME* for your purchase. Your package will be sent by *LEVELOFDELIVERY* to *POSTALCODE*. Cost of shipping will be $*COSTOFSHIPPING*.**"

Note: The cost of shipping for each level of service is provided as a `value` attribute in the `<option>` element, and should be retrieved from the element based on the user selection, i.e. not hard-coded in JS.

STRETCH GOAL 2: EXTRA EXTRA CHALLENGE   **(0.5%)**

Following the strategies of object oriented programming, use the *shipInfo* object to store the values from the form, and then as the source for the output message.

HELPFUL HINT WHEN WORKING ON FORMS:

When the form submits, the default behavior is to refresh the page. This means that error messages will flash in the console when the page refreshes faster than you can read them.

To keep previous error messages so that you can read them:

1. Click on the gear icon on the right of your Developer Tools window.
2. Check the 'Preserve log' checkbox. Click the gear icon again to close this window.

Now, you will be able to see the previous error message. Click the circle with the line through it (top left of console window) to delete these messages and reset to an empty console.