

## Fixing Form Input IDs

With the current implementation of `MealItemForm`, every `MealItem` `<Input />` receives the same `id`, as I do the following in the code I show in the previous lecture:

```
1. <Input
2.   label='Amount'
3.   input={{
4.     id: 'amount',
5.     type: 'number',
6.     min: '1',
7.     max: '5',
8.     step: '1',
9.     defaultValue: '1',
10.  }}
11. />
```

This works but it has **two major disadvantages** which are **not immediately obvious** (and hence unfortunately slipped through during the recordings):

1. Clicking on ANY label will always select the same, first input element - even if that's not the one belonging to the actual `MealItem`
2. Screenreaders won't be able to connect labels + inputs correctly (since all labels point at the same input)

Everything shown in the videos works as shown and **fixing this is optional**, but since fixing this is easy, you might want to consider making the below adjustments:

One possible workaround is to accept an `id` prop on the `MealItemForm` component and use that to create a unique id per `<Input />`:

```
1. <Input
2.   label='Amount'
3.   input={{
4.     id: 'amount_' + props.id, // this changed!
5.     type: 'number',
6.     min: '1',
7.     max: '5',
8.     step: '1',
9.     defaultValue: '1',
10.  }}
11. />
```

We just have to make sure that the `id` prop is passed correctly to `<MealItemForm />` when that component is being used (i.e. inside of the `MealItem` component):

```
1. <MealItemForm id={props.id} />
```

Last but not least, for that to work, we should also pass `id` as a prop to `MealItem`, hence inside of the `AvailableMeals` component, we should create `<MealItem />` elements like this:

```
1. <MealItem
2.   id={meal.id} // this is new!
3.   key={meal.id}
4.   name={meal.name}
5.   description={meal.description}
6.   price={meal.price}
7. />
```

Again, **this is all 100% optional** when it comes to the general functionality of this demo app - everything works as shown in the videos without these changes as well. But for proper accessibility, you should consider making these adjustments.

I did also update all the code snapshots to reflect these changes.