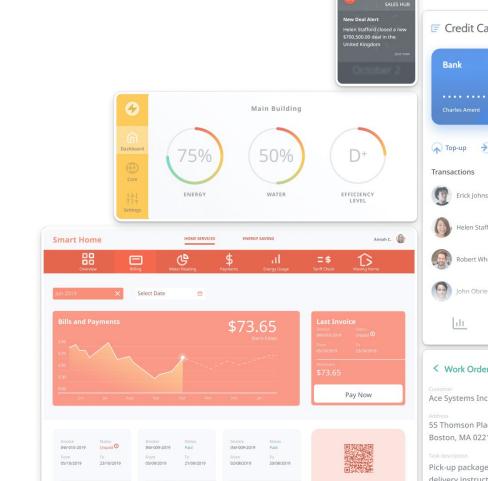


Form Validations

Reactive Developer Boot Camp

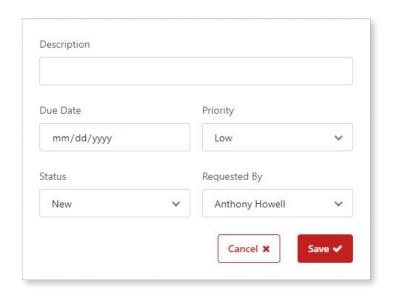


What you will learn here

- Built-in Validations
- Custom Validations
- Validation Messages

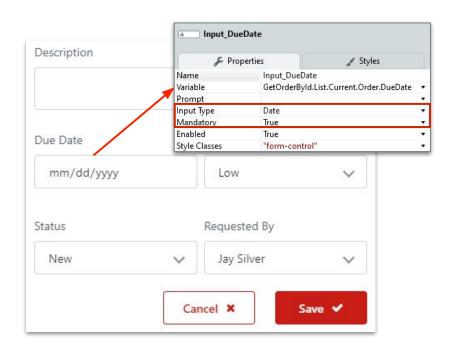
Validating User Inputs

- Applications should limit user mistakes
 - → But they are inevitable
- Input fields may...
 - Have different data types
 - Depend on other user input values
 - Require business-specific validations
- OutSystems provides mechanisms to help implement input validation



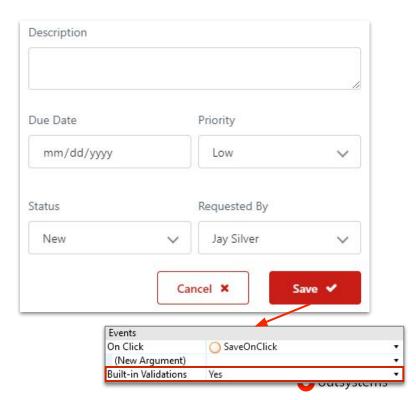
Built-in Validations

- Built-in validations for Input Widgets are performed automatically
 - Mandatory fields must be filled
 - Input values must comply with the data types of the Variables bound to the widgets



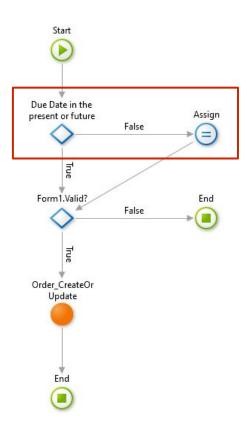
Built-in Validations

- Built-in validations for Input Widgets are performed automatically
 - Mandatory fields must be filled
 - Input values must comply with the data types of the Variables bound to the widgets
- Buttons / Links inside a Form have a Built-in Validations Property
 - Set to **Yes** to perform built-in validations



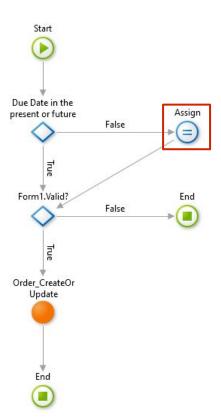
Custom Validations

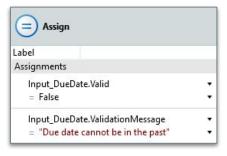
- Inputs can have custom validations
 - Must be performed in the Action flow
 - For invalid Form Input fields
 - Set the **Valid** property to False
 - Set the ValidationMessage



Custom Validations

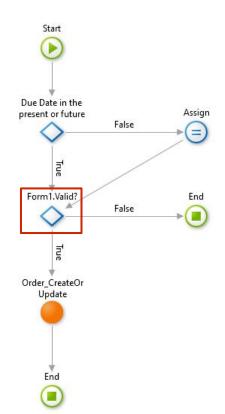
- Inputs can have custom validations
 - Must be performed in the Action flow
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 - Set the Valid property to False
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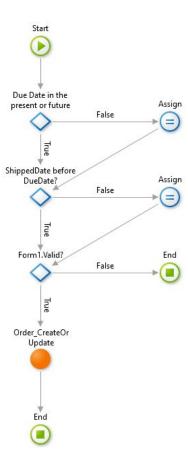


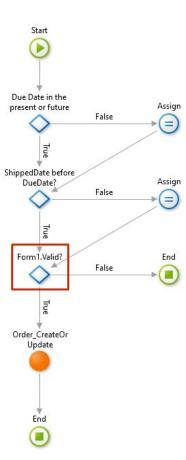
Custom Validations

- Inputs can have custom validations
 - Must be performed in the Action flow
 - For invalid Form Input fields
 - Set the Valid property to False
 - Set the ValidationMessage
- The Form.Valid property should be checked after the last custom validation
 - If one Input is not Valid, the Form is automatically not Valid
 - The Form.Valid cannot be explicitly changed

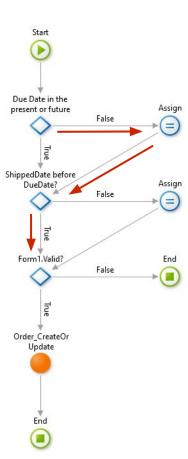




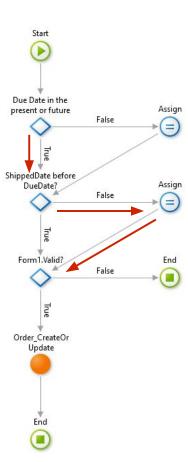




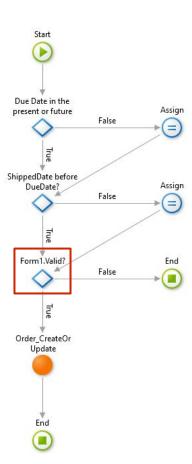
- First validation fails
- Second one passes



- First validation passes
- Second one fails

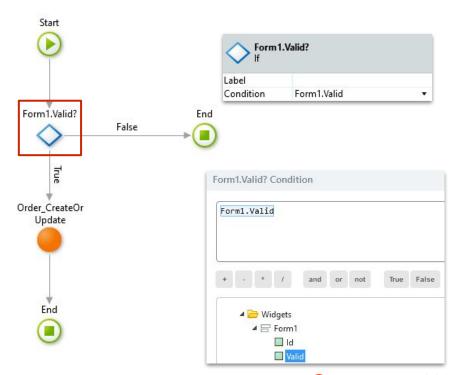


- If the Form is not valid the flow ends
- If it is valid, data can be safely used in logic



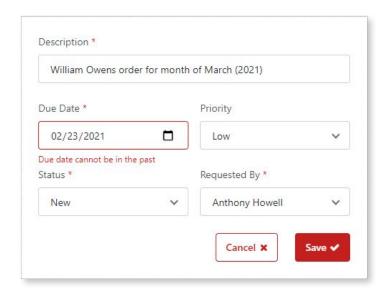
Checking Built-in Validations

- The Form.Valid property should be checked even if there are no custom validations
 - To avoid storing / manipulating invalid data
- OutSystems automatically performs the validations
 - But it is up to the developer to leverage that in the logic



Validation Messages

- The Valid property of the Inputs are checked when rendering the Screen
- If Valid property is set to True:
 - Displays the regular widget
- If Valid property is set to False:
 - Displays the regular widget
 - Applies the specific styling
 - e.g. a red border





Questions?

