Adding the ErrorMessage Property to the [Required] Attribute Labs

Perform these labs on your own computer using Visual Studio 2022 or later to ensure you understand the lessons presented in the corresponding videos and lectures.

Lab 1: Add ErrorMessage Property to the [Required] Attribute

Open the **Product.cs** file and change the **[Required]** attribute on the **Name** property to look like the following.

```
[Required(ErrorMessage = "Name Must Be Filled In.")]
```

Try It Out

Run the application and view the results. You should see that the error message on the Product Name is different from what it was before.

Lab 2: Use Placeholders in the ErrorMessage Property

Instead of hard coding the name of the property, you may use placeholders within the **ErrorMessage** string. For example, change the **ErrorMessage** property on the [Required] attribute of the **Name** property to the following.

```
"{0} Must Be Filled In."
```

The {0} placeholder will fill in with the name of the property. This is useful if you ever rename the property, you do not have to remember to change the property name used in the **ErrorMessage** property.

Try It Out

Run the application and view the result of the Name property.

Lab 3: Add the ErrorMessage Property to all [Required] Attributes

In the **Product.cs** file, change all [Required] attributes to look like the following.

```
[Required(ErrorMessage = "{0} Must Be Filled In.")]
public string Name { get; set; } = string.Empty;
[Required(ErrorMessage = "{0} Must Be Filled In.")]
public string ProductNumber { get; set; } =
string.Empty;
[Required(ErrorMessage = "{0} Must Be Filled In.")]
public string Color { get; set; } = string.Empty;
```

Try It Out

Run the application and view the results of all the required properties.

Lab 4: Allow Empty Strings

There is an additional property you may set on the [Required] attribute; **AllowEmptyStrings**. If you set this property to a true value, you are allowed to set this property value to an empty string, and it will pass the validation test.

```
[Required(AllowEmptyStrings = true,
ErrorMessage = "{0} Must Be Filled In.")]
```

You would normally only use this on a nullable string value. You can try this out if you want but remove it afterwards as you won't need it for this course.