

## module-16\_2

module-16: working with forms & user input

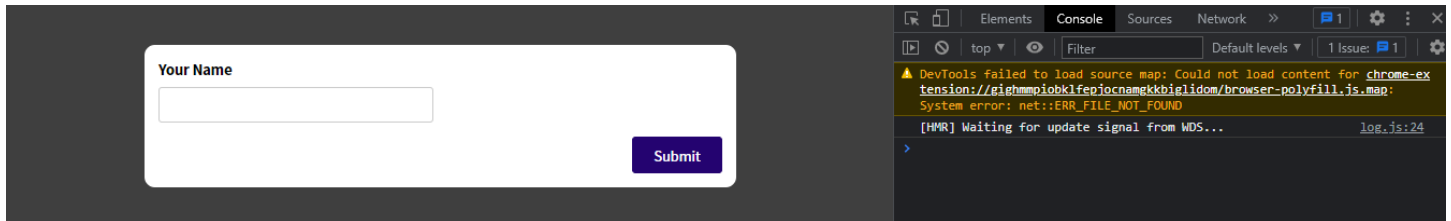
module-16\_2 starts here,, tutorial: 9-10

In input element,

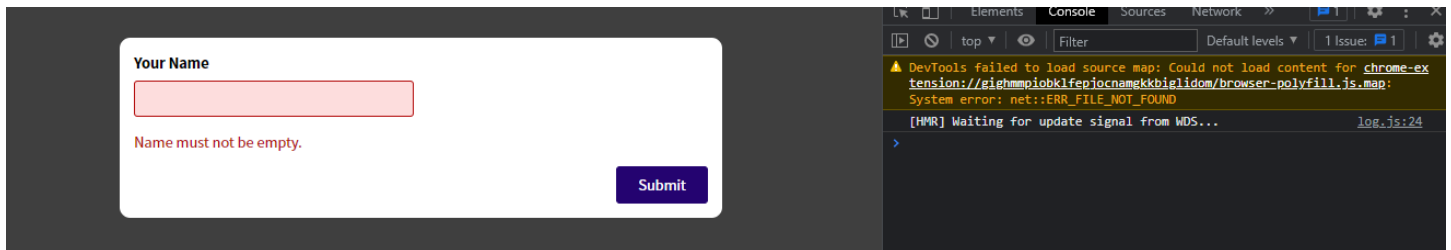
ref deals with the current value of an input field

onchange deals with every keystroke in an input field

### here, it's same as module-16\_1, but states are refactored & derived and form validity is managed.



⇒ Initial form



⇒ When form input is invalid