## Microsoft® Official Course



Module 4

Creating Forms to Collect and Validate User Input



#### Module Overview

- Creating HTML5 Forms
- Validating User Input by Using HTML5 Attributes
- Validating User Input by Using JavaScript

#### Lesson 1: Creating HTML5 Forms

- Declaring a Form in HTML5
- HTML5 Input Types and Elements
- HTML5 Input Attributes

#### Declaring a Form in HTML5

Use an HTML5 form to gather user input:

```
<form name="userLogin" method="post" action="login.aspx">
 <fieldset>
  <le>elegend>Enter your log in details:</le>
  <div id="usernameField" class="field">
   <input id="uname" name="username" type="text"
     placeholder="First and Last Name" />
   <label for="uname">User's Name:</label>
  </div>
  <div id="passwordField" class="field">
   <input id="pwd" name="password" type="password"</pre>
     placeholder="Password" />
   <label for="pwd">User's Password:</label>
  </div>
 </fieldset>
 <input type="submit" value="Send" />
</form>
```

#### HTML5 Input Types and Elements

 HTML5 defines a wide range of new input types and elements, but not all are widely implemented

```
<select id="carManufacturer" name="carManufacturer">
 <optgroup label="European">
  <option value="volvo">Volvo</option>
  <option value="audi">Audi
 </optgroup>
 <optgroup label="American">
                                        E:\Test.htm
  <option value="chrysler">
    Chrysler
  <option value="ford">
                                Car Manufacturers
    Ford</option>
                                European
 </optgroup>
                                 Volvo
</select>
                                Audi
                                American
                                 Chrysler
```

### **HTML5 Input Attributes**

 Input attributes modify the behavior of input types and forms to provide better feedback and usability:

- autofocus
- autocomplete
- required
- pattern
- placeholder
- many other input type-specific attributes

# Lesson 2: Validating User Input by Using HTML5 Attributes

- Principles of Validation
- Ensuring that Fields are Not Empty
- Validating Numeric Input
- Validating Text Input
- Styling Fields to Provide Feedback

### Principles of Validation

- User input can vary in accuracy, quality, and intent
- Client-side validation improves the user experience
- Server-side validation is still necessary

#### **Ensuring that Fields are Not Empty**

- Use the **required** attribute to indicate mandatory fields
  - The browser checks that they are filled in before submitting the form

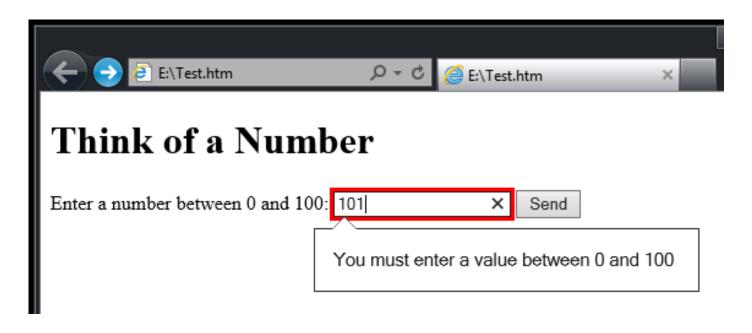
```
<input id="contactNo" name="contactNo" type="tel"
placeholder="Enter your mobile number" required="required" />
```



#### Validating Numeric Input

 Use the min and maxattributes to specify the upper and lower limit for numeric data

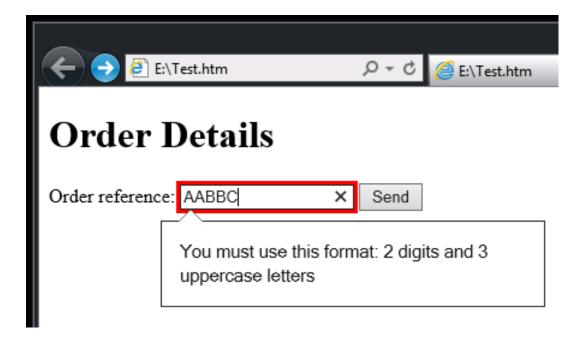
<input id="percentage" type="number" min="0" max="100" />



#### Validating Text Input

 Use the pattern attribute to validate text-based input by using a regular expression

```
<input id="orderRef" name="orderReference" type="text"
pattern="[0-9]{2}[A-Z]{3}" title="2 digits and 3 uppercase letters" />
```



#### Styling Fields to Provide Feedback

Use CSS to style input fields
Use the **valid** and **invalid** pseudo-classes to detect fields that have passed or failed validation

```
input {
  border: solid 1px;
}
input:invalid {
  border-color: #f00;
}
input:valid {
  border-color: #0f0;
}
```



#### Lesson 3: Validating User Input by Using JavaScript

- Handling Input Events
- Validating Input
- Ensuring that Fields are Not Empty
- Providing Feedback to the User
- Demonstration: Creating a Form and Validating User Input

### **Handling Input Events**

- Catch the submit event to validate an entire form
  - Return true if the data is valid, false otherwise
  - The form is only submitted if the submit event handler returns true

- Catch the **input** event to validate individual fields on a character-by-character basis
  - If the data is not valid, display an error message by using the setCustomValidity function
  - If the data is valid, reset the error message to an empty string