

03 Exercises - Forms

All the following exercises are to implement apps using Forms. All of these exercises should use the *StructureB* structure, using the `app` package.

1. Write an app that uses a **Registration** form to allow people to sign up for a Gym membership. Fields should include a *username*, an *email address*, and 2 password fields to verify that the password is entered correctly. For this exercise, keep it simple: no validation is necessary. Use a Flash message to report the name of user from the form.
2. Extend the previous exercise so that, on completion of the form, the user should be shown a *Registration Recieved* page that simply displays all the data (without the password) from the form, and add verification that none of the fields are empty and the 2 password values match (using the `DataRequired` and `EqualsTo` validators). Display errors appropriately.
3. To the previous exercise, add more fields of different types: a `Date` field for date of birth, a telephone number, a text field for an address, numeric fields for height and weight.
4. Add validation for all fields, including as much as you can think of: e.g. the date of birth, weight and height must be within appropriate ranges for someone alive today.
5. Write an app that allows a user to select a meal from a menu of items. There should be one `SelectField` for the starter course, one for main course and one for the dessert course. Set a small number of options for each course.
6. Create an app that shows an event website where you can enter an event in the form and it shows dates and venues for the event. The list of events can be stored in a global variable.