Build a website by Python FastAPI with Jinja2 template engine. Complete a simple verification system defined below.

Task 1: Home Page

Reference: Static Files, Templates.

Write your web application using FastAPI, running with Uvicorn as a web server. We want to get a home page described below:

Home Page:

- URL: http://127.0.0.1:8000/
- **Design Points:** a simple UI with a signin form, including a text input, password input, checkbox and submit button.



- 1. When a user tries to submit the signin form by clicking the submit button, check if the checkbox is checked by JavaScript in the front-end.
 - a. If the checkbox is not checked, show a simple alert dialog with "Please check the checkbox first" message inside.
 - b. If the checkbox is checked, submit the signin form.

Assignment - Week 4

Task 2: Verification

Reference: Form Data, Query Parameters, Custom Response.

Users can enter username, password, check the checkbox, and finally submit the signin form to the back-end for verification. Redirect the user to the success or error page based on the verification result.

Verification Endpoint:

- **URL:** http://127.0.0.1:8000/signin

Method: POST

Success Page:

- URL: <u>http://127.0.0.1:8000/member</u>

- **Design Points:** show a simple successful message on this page.

歡迎光臨・這是會員頁

恭喜您,成功登入系统

Error Page:

- URL: http://127.0.0.1:8000/error?message=自訂的錯誤訊息
- Design Points: get error message from Query String in URL defined above and show it on this page.

失敗頁面

帳號、或密碼輸入錯誤

Assignment - Week 4

- 1. User enters username and password, checks the checkbox in the **Home Page**.
- 2. Submit form data to **Verification Endpoint** by **POST** method after user clicking submit button. Execute verification procedure described below in the back-end:
 - a. If the username or password is empty, redirect the user to the **Error Page** including "<u>Please enter username and password</u>" message.
 - b. **Verify** if the username and password are both test:
 - i. **If yes**, redirect the user to the **Success Page**.
 - ii. **If no**, redirect the user to the **Error Page** including "<u>Username or password is not correct</u>" message.

Assignment - Week 4

Task 3: User State Management

Reference: <u>SessionMiddleware</u>, <u>Advanced Middleware</u>.

Use <u>SessionMiddleware</u> to manage user state in the verification procedure completed in Task 2. Record, trace, and verify user state in the back-end system.

Signout Endpoint:

- URL: http://127.0.0.1:8000/signout

Method: GET

Success Page:

- URL: <u>http://127.0.0.1:8000/member</u>

 Design Points: show a simple successful message and a hyperlink for signing out on this page.

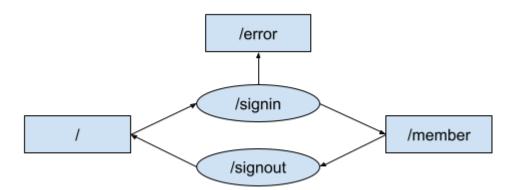
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恭喜您,成功登入系統 登出系統

- In the Verification Endpoint, if the username and password are verified, set SIGNED-IN state to TRUE and redirect the user to the Success Page.
- In the Success Page, if the user clicks the sign out link, redirect to the Signout Endpoint where we set SIGNED-IN state to FALSE, and then redirect the user to the Home Page.
- In the Success Page, we should always check the recorded SIGNED-IN state in the back-end logic. If it's FALSE, force redirecting the user to the HomePage without showing any content on the page.

Assignment - Week 4

For previous 3 tasks, you can refer to user flow shown as below:



Task 4: Path Parameter (Optional)

Reference: Path Parameters.

Accept a path parameter to calculate squared numbers.

Home Page:

URL: http://127.0.0.1:8000/

- **Feature:** click button to calculate squared number.

- **Design Points:** a simple UI with a text input and a button.



Squared Number Page:

- **URL:** http://127.0.0.1:8000/square/某個正整數
- **Design Points:** show the squared number based on the number in the path of the URL defined above.



Assignment - Week 4

- 1. User enters text in the text input in the **Home Page** and clicks the button.
- 2. Check if the entered text is a positive number by JavaScript. If not, show a simple alert dialog with "Please enter a positive number" message inside.
- 3. Redirect the user to the **Squared Number Page** by JavaScript where the entered positive number should be appended to the end of the path.
- 4. Show the squared number in the **Squared Number Page**.