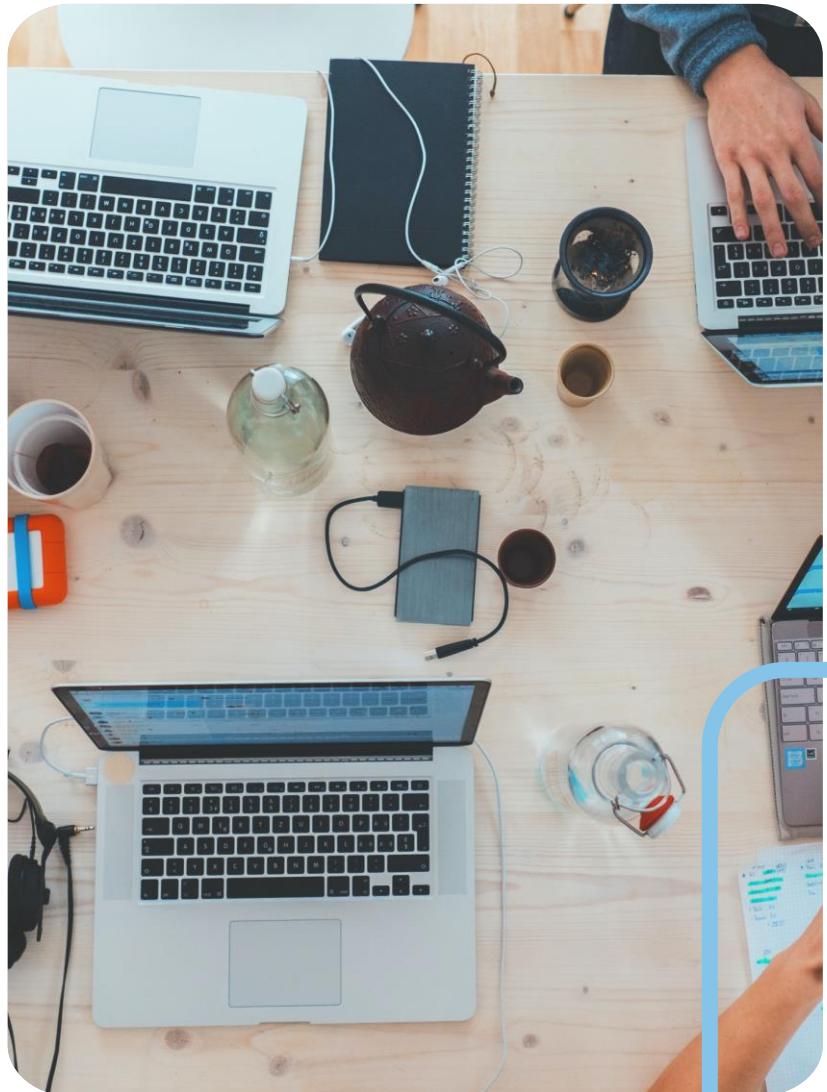




Diploma in  
**Web  
Development**

HTML inputs



# Objectives

- Working with HTML input types ↵
- Creating HTML forms ↵
- Practical session ↵

# HTML input

Using input elements enables developers to create interactive websites. To create an input element, we use the `<input>` tag and specify the type of input using the “`type`” attribute.



# Why use HTML input elements?

Captures data  
from user for  
processing

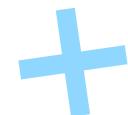
Used to parse  
data to the  
back-end

Shape the  
client and  
server  
response

# HTML input types

<b>Input type</b>	<b>Description</b>
Button	A clickable button.
Text	A text field that accepts a single line of text.
Checkbox	A checkbox that allows users to select/deselect single values.
Radio	A clickable radio checkbox that allows users to a single value from a list of options with the same named value.
Password	A single line text field that hides the values entered by the user.
Range	Enables users to select between a maximum and minimum range.
Submit	A clickable button that submits form data.
Date and time	Generates a simple UI which allows users to select a time and date.
Email	A text field that accepts a single line of text. The text is treated as an email address and uses validation parameters.

# Text



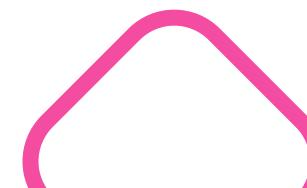
```
<h1>Text</h1>
```

```
<input type="text">
```

A screenshot of a web browser window. The address bar shows the path "C:/Users/Ruchen%". The main content area displays the word "Text" in large, bold, black font above a smaller input field containing the text "Just a random text".

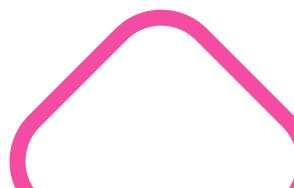
**Text**

Just a random text



# Buttons

```
<h1>Button</h1>  
  
<input type="button" value="Click me">
```



# Checkboxes

```
<h1>Checkboxes</h1>
Option 1
<input type="checkbox" value="Option 1">
<br>
Option 2
<input type="checkbox" value="Option 2">
<br>
Option 3
<input type="checkbox" value="Option 3">
```



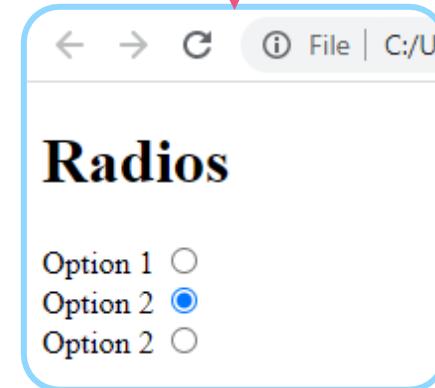
← → ⌂ ⓘ File | C:/Users

## Checkboxes

Option 1   
Option 2   
Option 3

# Radios

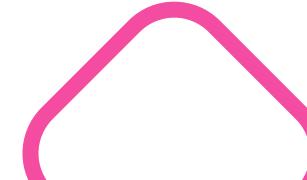
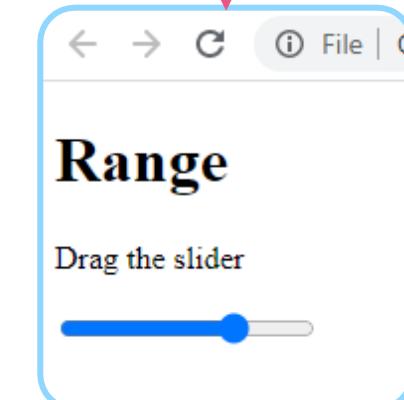
```
<h1>Radios</h1>  
  
Option 1  
<input type="radio" name="radio-list-1">  
<br>  
Option 2  
<input type="radio" name="radio-list-1">  
<br>  
Option 2  
<input type="radio" name="radio-list-1">
```



# Range



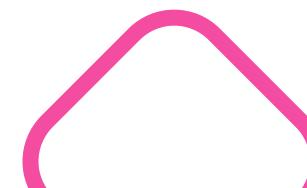
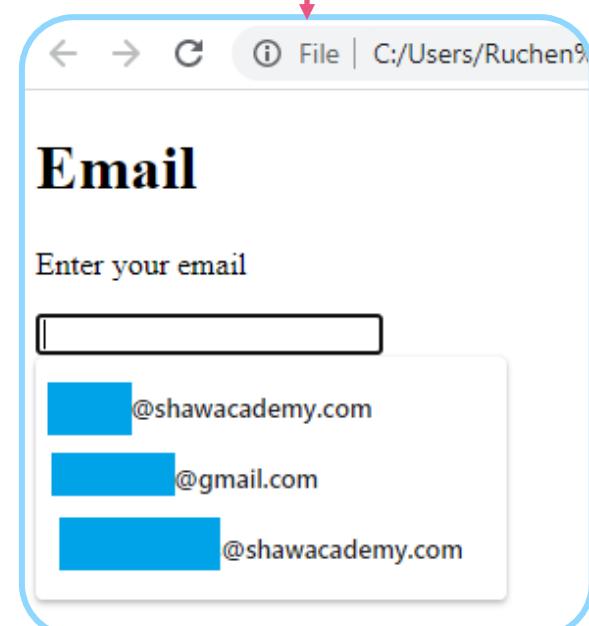
```
<h1>Range</h1>  
  
<p>Drag the slider</p>  
<input type="range">
```



# Email



```
<h1>Email</h1>  
  
<p>Enter your email</p>  
<input type="email" name="email">
```

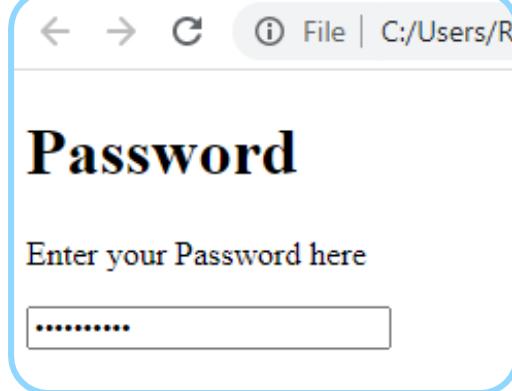


# Password



```
<h1>Password</h1>
```

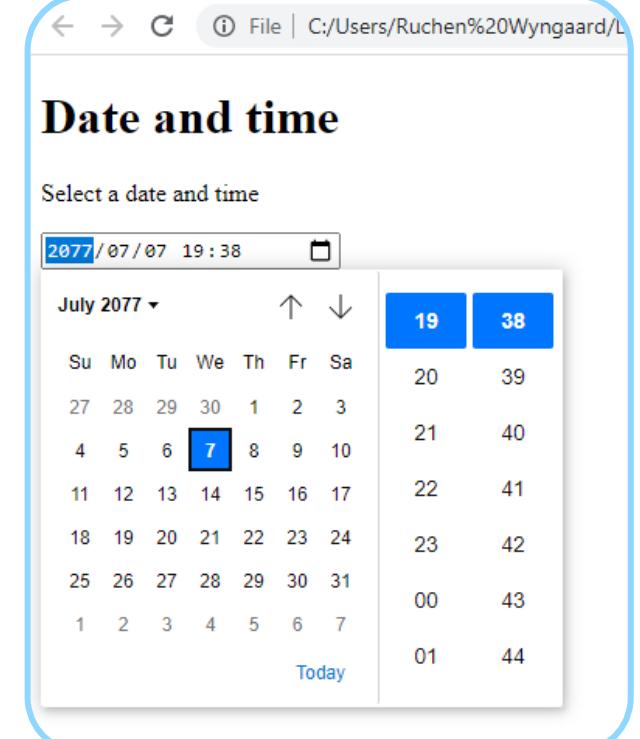
```
<p>Enter your Password here</p>
<input type="password">
```



# Date and time

<h1>Date and time</h1>

<p>Select a date and time</p>  
<input type="datetime-local">



# HTML forms

Forms allow the client to capture data from the user. The HTML `<form>` element defines a form that is used to collect user input or data.

- Data validation
- Operations outside of HTML
- Highly flexible



# Login form example

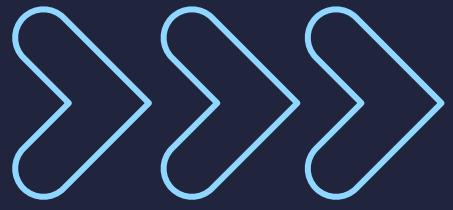


```
<h2>HTML Forms</h2>
<h3>Login form</h3>
<form id="my-form" action="">
  <p>Username</p>
  <input type="text" name="user-name">
  <br>
  <p>Password</p>
  <input type="password" name="pwd">
  <br>
  <br>
  <input type="submit" value="Login">
  <br>
  <a href="#">Sign up</a>
  <br>
  <a href="#">Forgot password?</a>
</form>
```

The browser window shows the rendered HTML form. Red arrows point from specific code snippets to their corresponding elements in the browser:

- <h2>HTML Forms</h2> points to the "HTML Forms" header.
- <h3>Login form</h3> points to the "Login form" header.
- <p>Username</p> points to the "Username" label.
- <input type="text" name="user-name"> points to the "Username" input field containing "John Wick".
- <p>Password</p> points to the "Password" label.
- <input type="password" name="pwd"> points to the "Password" input field containing "\*\*\*\*\*".
- <input type="submit" value="Login"> points to the "Login" button.
- <a href="#">Sign up</a> points to the "Sign up" link.
- <a href="#">Forgot password?</a> points to the "Forgot password?" link.





# Let's code!

