

## Chapter IV

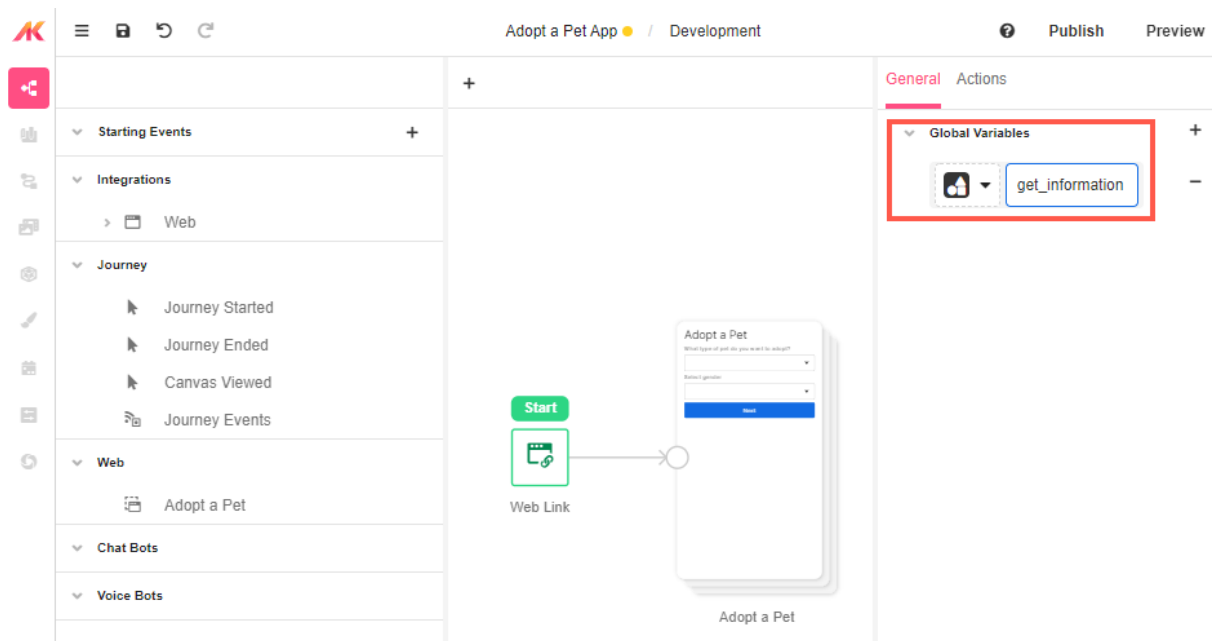
- Building the Get Information Web Page
  - Creating the Variables
    - Configuring Container 1
    - Configuring Container 2
  - Adding and Configuring Controls Part I
    - Configuring the Form
    - Adding Validation
- Previewing the Display Web Page

## Building the Get Information Web Page

At the end of Chapter III, we added a fourth Web Page to the app. This Web Page will allow users to get and read the information about the pet they have selected to adopt in the previous page. To resume building the app, let's follow these steps:

### Creating the Variables

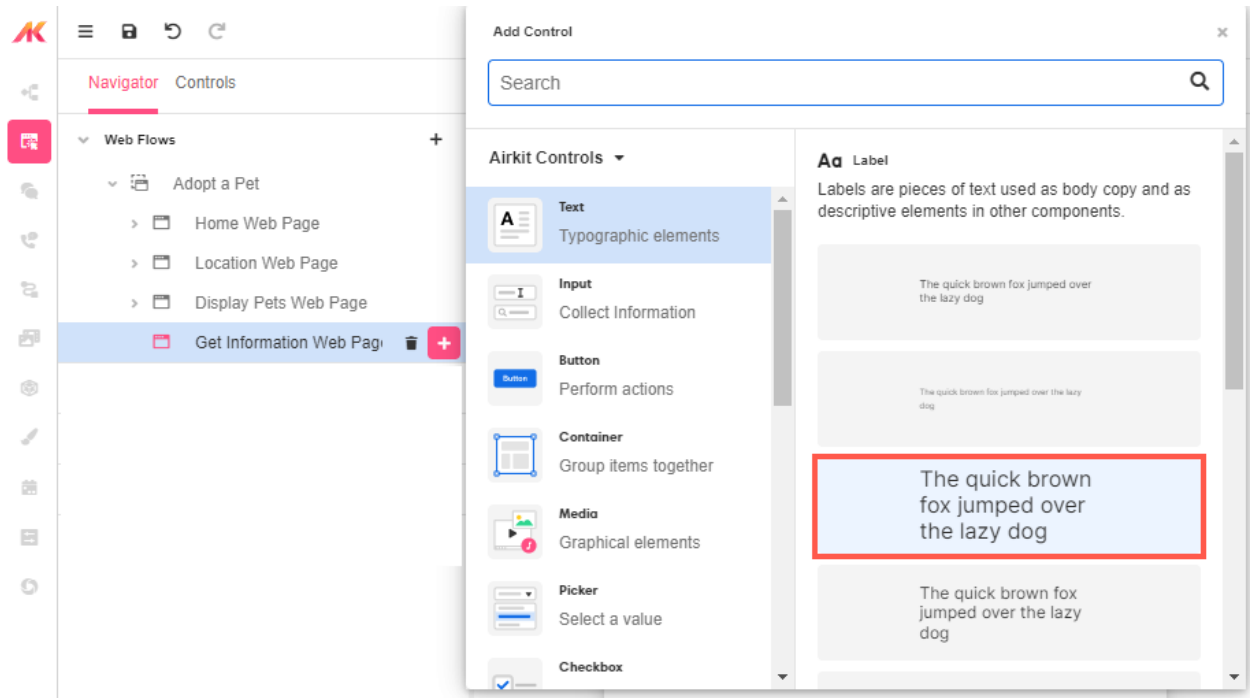
1. In Journey Builder, go to Global Variable in the Inspector section, to add the following Variable of type Any that is going to be used in this Web Page:
  - a. **get\_information**



## Adding and Configuring Controls Part I

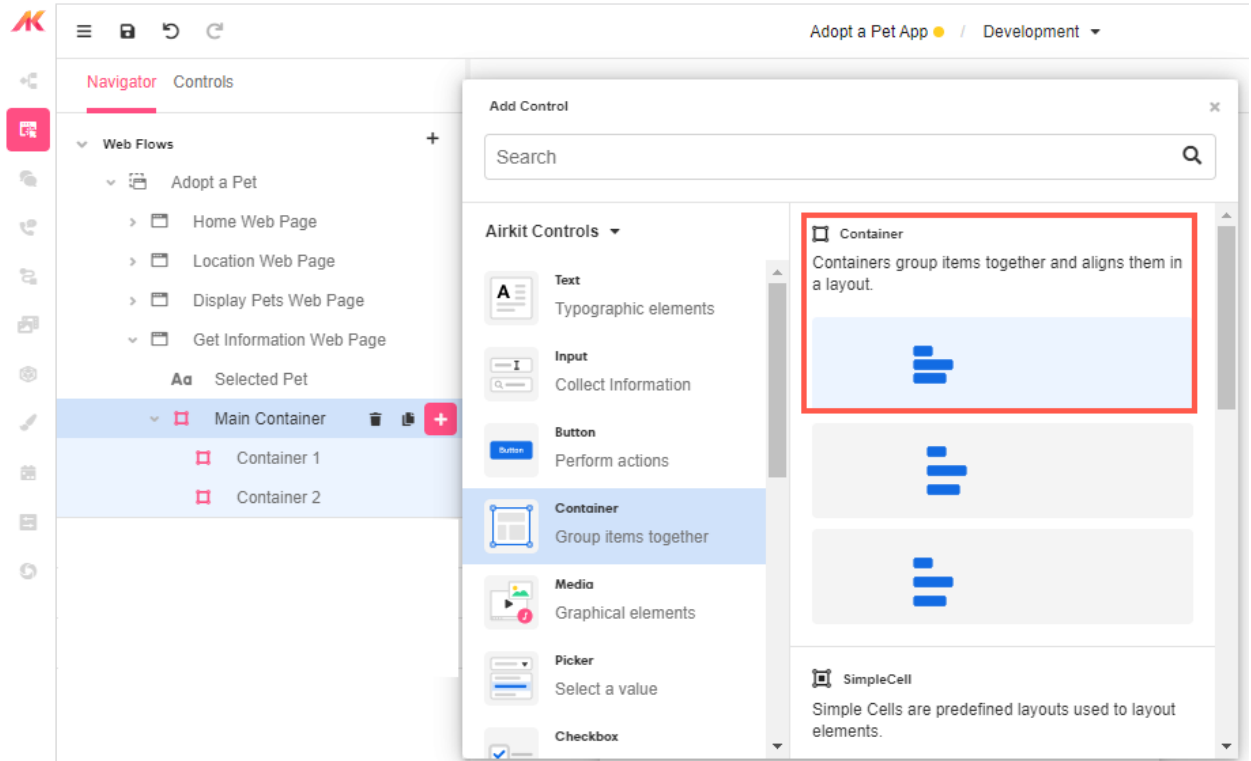
In this first part of the Web Page, we will add a few controls that will let the user get information about their selected pet:

1. In Web Builder, rename the fourth Web Page to Get Information Web Page and click on the '+' icon next to it to add a Label.

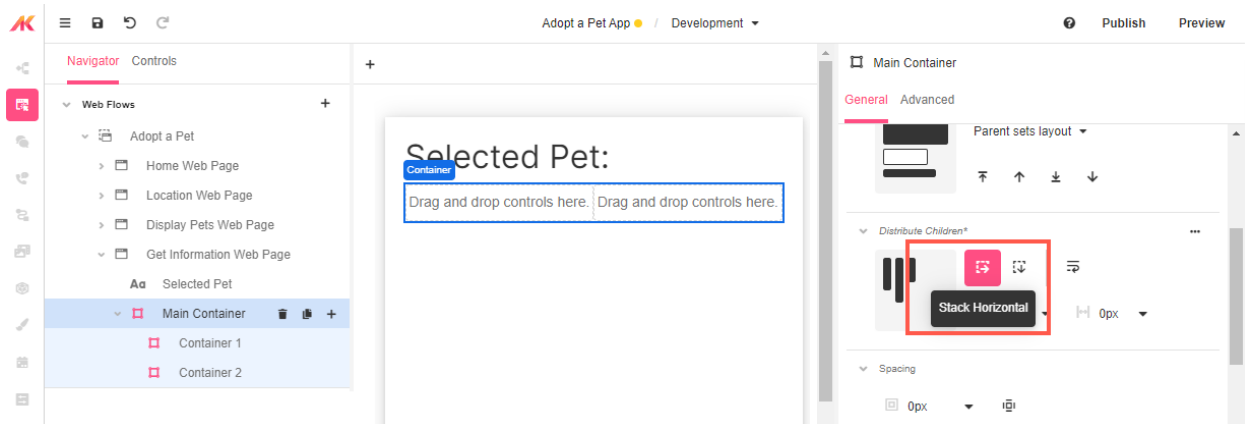


Let's rename it to "Selected Pet:" and select the headingLabel Variant.

2. Then add a Container and add two more Containers inside of it. Let's rename the first Container "Main Container" and the other two "Container 1" and "Container 2", respectively.

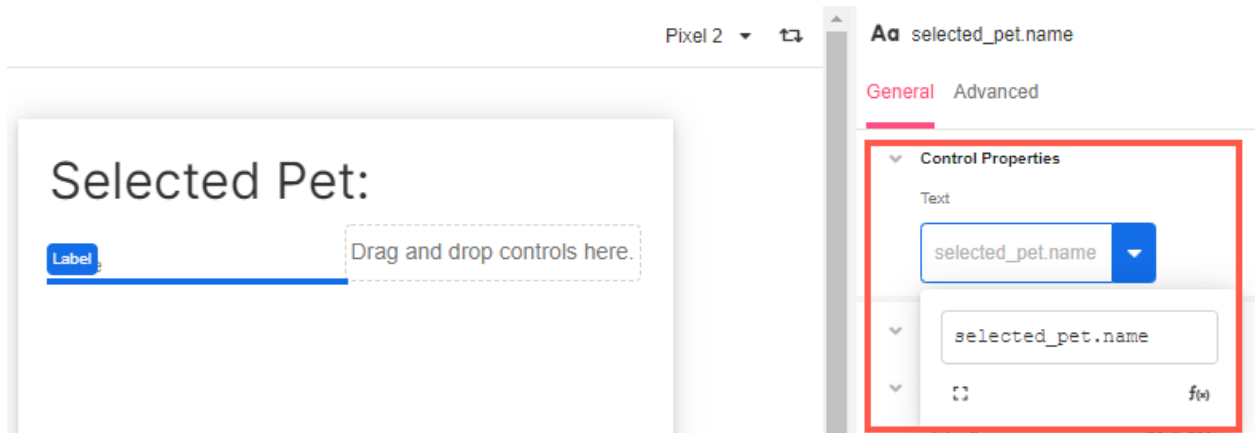


- Now, with Main Container selected, go to the Inspector section and choose Stack Horizontal. This way, Container 1 and 2 will sit side by side inside the Main Container:

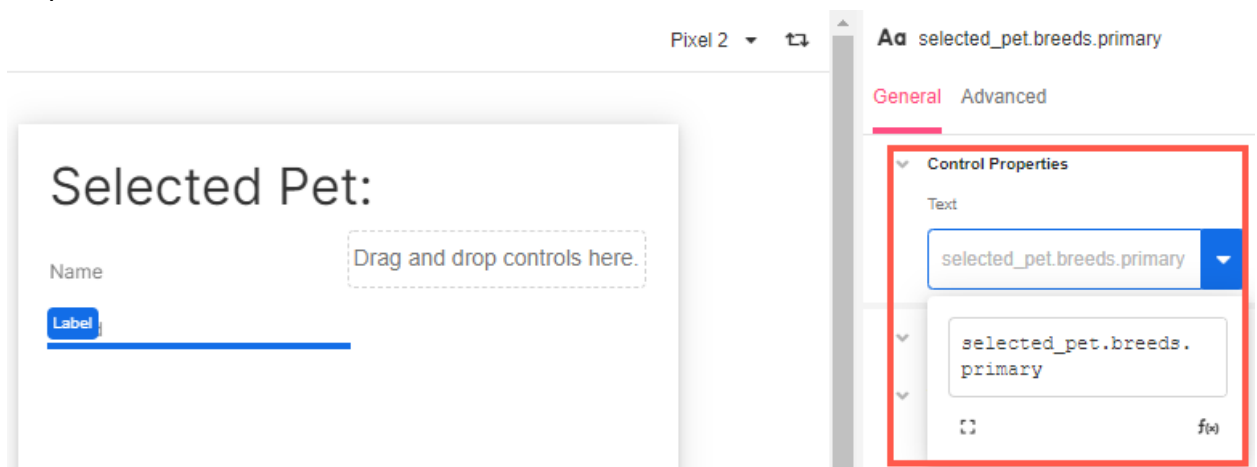


## Configuring Container 1

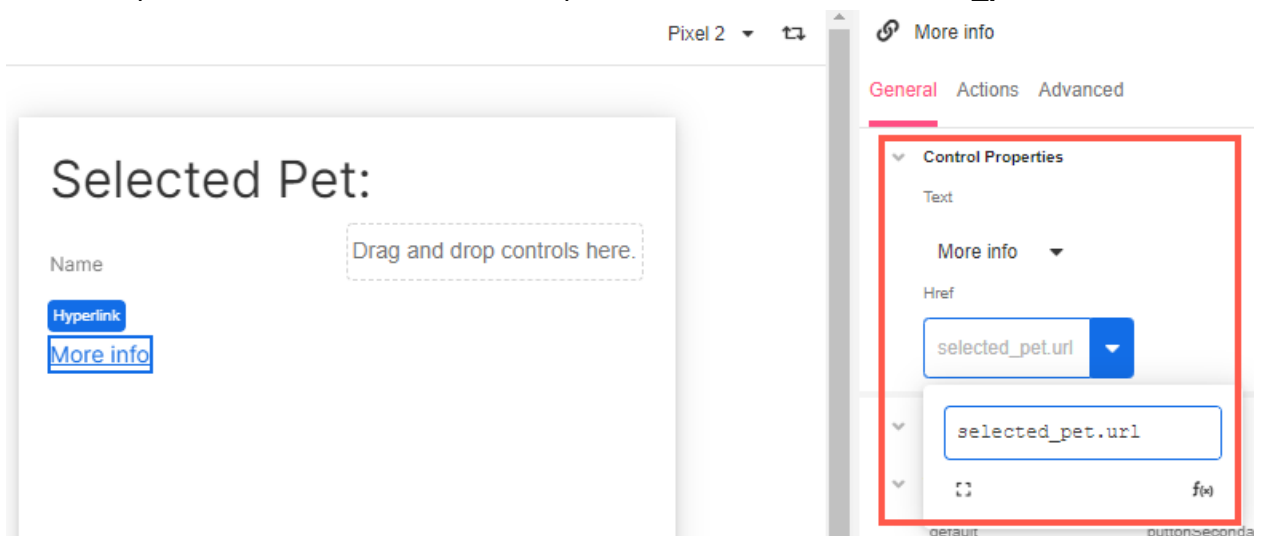
- Let's start by adding two Labels to Container 1. Select a small-sized Label, which we will call "Name". Then select a standard-sized one and go to Control Properties to add the **selected\_pet.name** Variable in Text.



2. Duplicate these Labels from the Tree section and rename the small-sized one to "Breed" and for the standard-sized one add the **selected\_pet.breeds.primary** to Control Properties > Text:



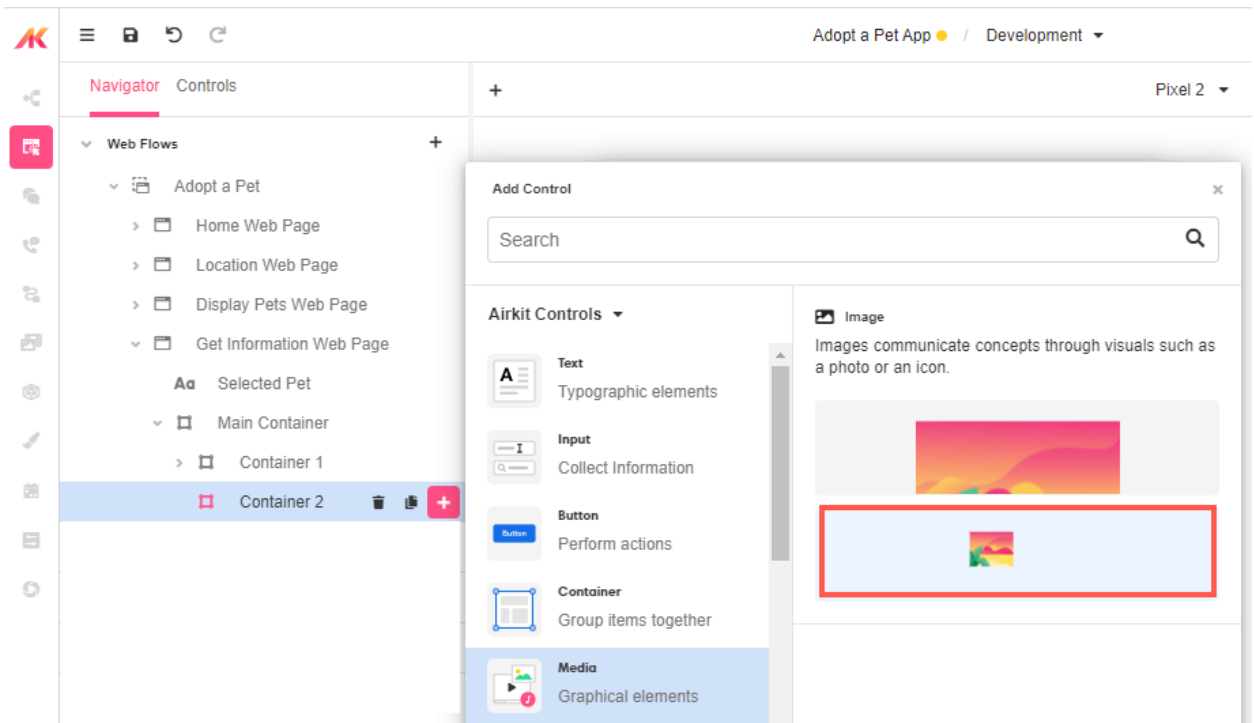
3. Now let's add a Hyperlink control to this Container and call it "More info". Then go to the Inspector section and in Control Properties > Href add the **selected\_pet.url** variable:



4. Save the app.

## Configuring Container 2

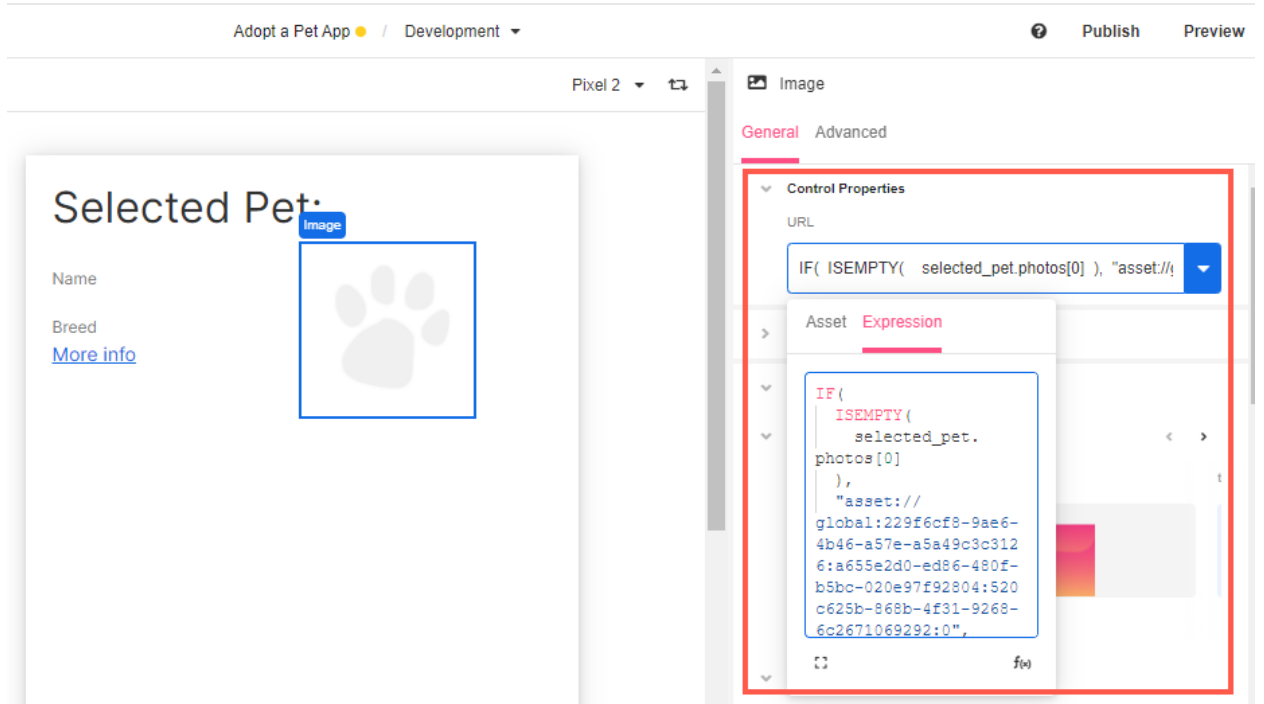
1. Let's start by adding an Image control.



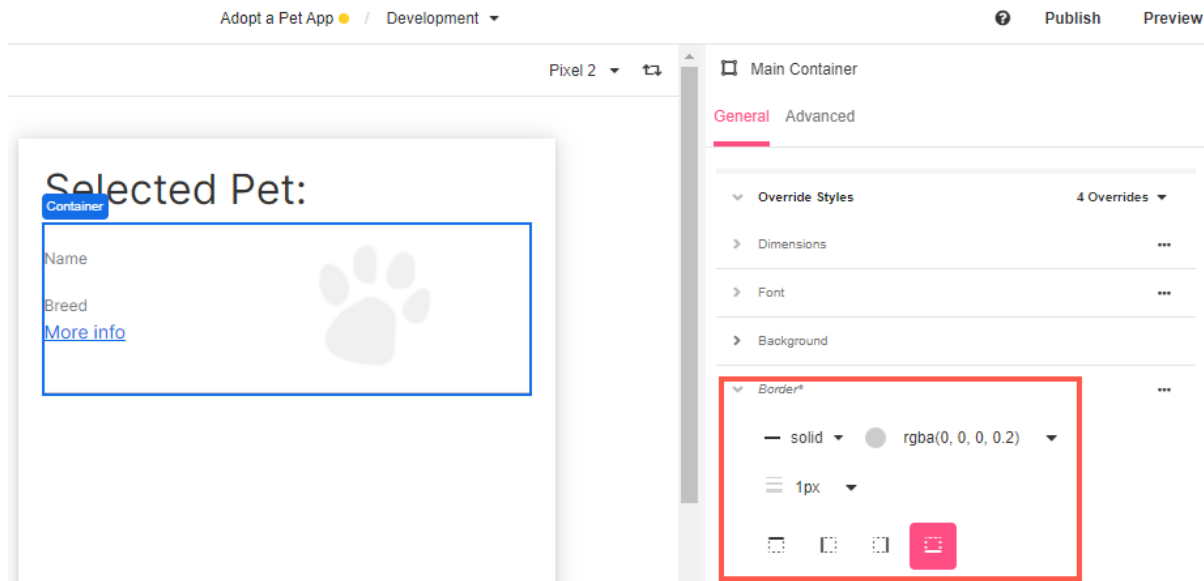
2. For this image to show either the image of the selected pet or our placeholder image, we'll need to add a condition. Since it's the same placeholder image and condition we used in Chapter III, you can follow the steps here.

In Control Properties, go to Expression and paste the following conditional statement, just make sure you replace the URL in this expression with the URL of your image:

```
IF(
  ISEMPY(
    selected_pet.photos[0]
  ),
  "asset://global:229f6cf8-9ae6-4b46-a57e-a5a49c3c3126:a655e2d0-ed86-480f-b5bc-020e97f92804:520c625b-868b-4f31-9268-6c2671069292:0",
  selected_pet.photos
    [1]
    .small
)
```



3. Finally, at the Main Container level, go to the Inspector section to add a separator. In Override Styles > Border select a solid bottom border of 1 pixel. Make sure you choose the borderSecondary Theme:

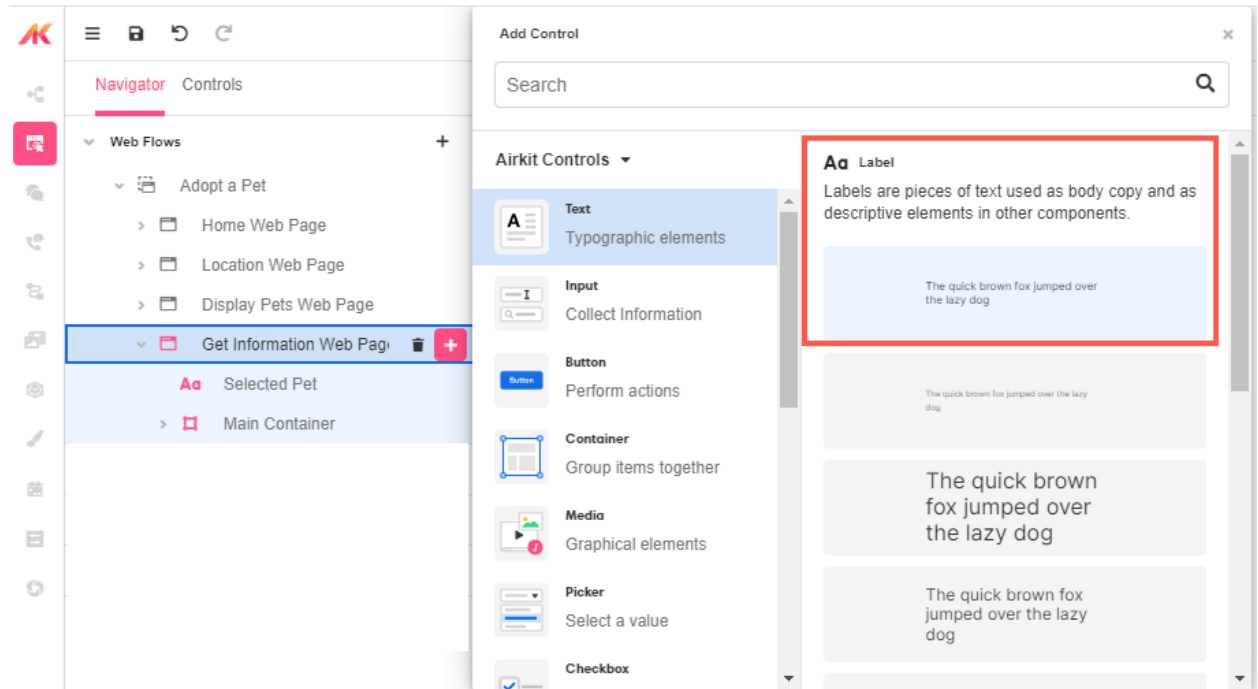


4. Save the app.

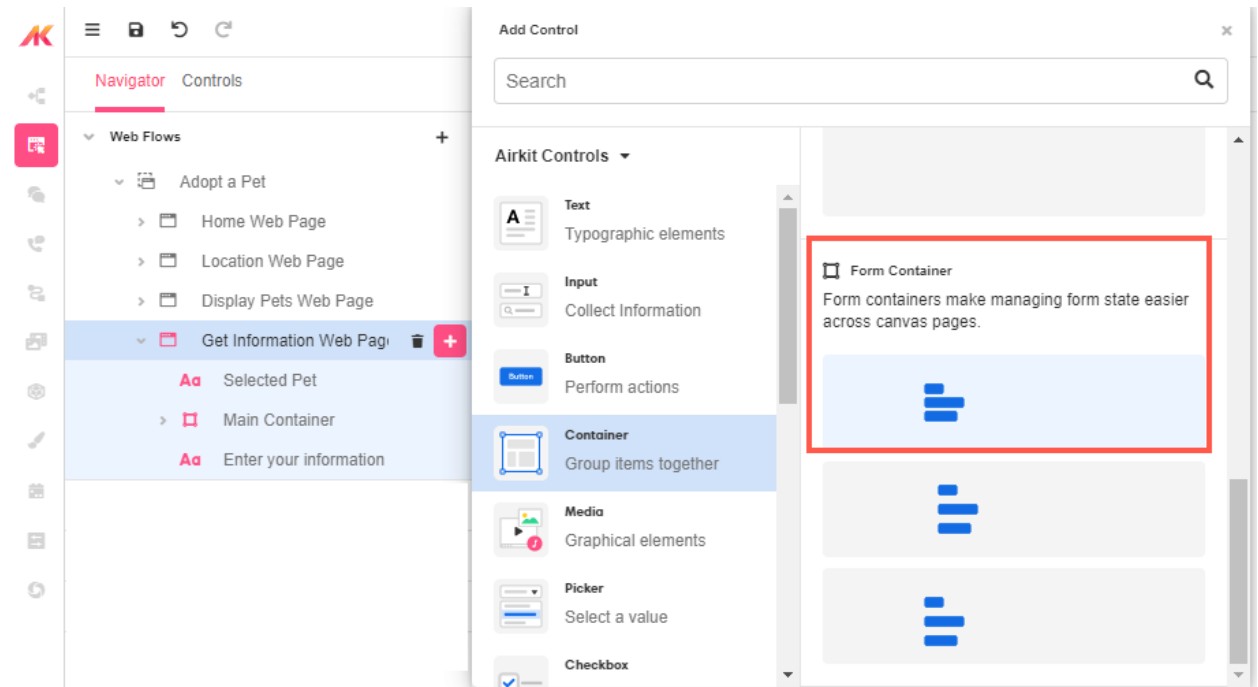
## Adding and Configuring Controls Part II

In this second part of the Web Page, we will prompt the user to enter their information:

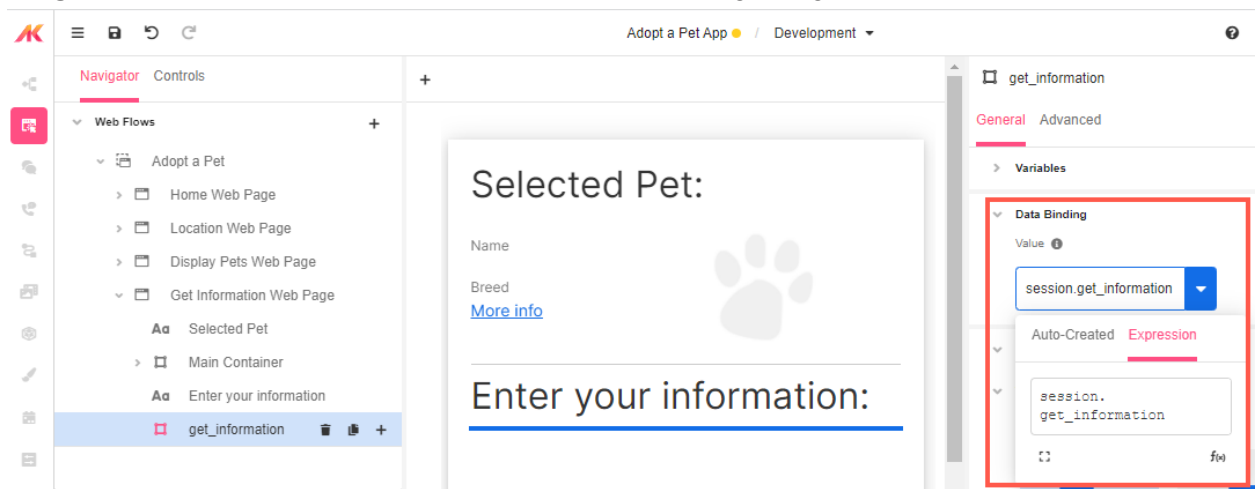
1. At the Web Page level, add a Label control. Let's rename it to "Enter your information" and select the headingLabel Variant.



2. Then, add a Form Container.



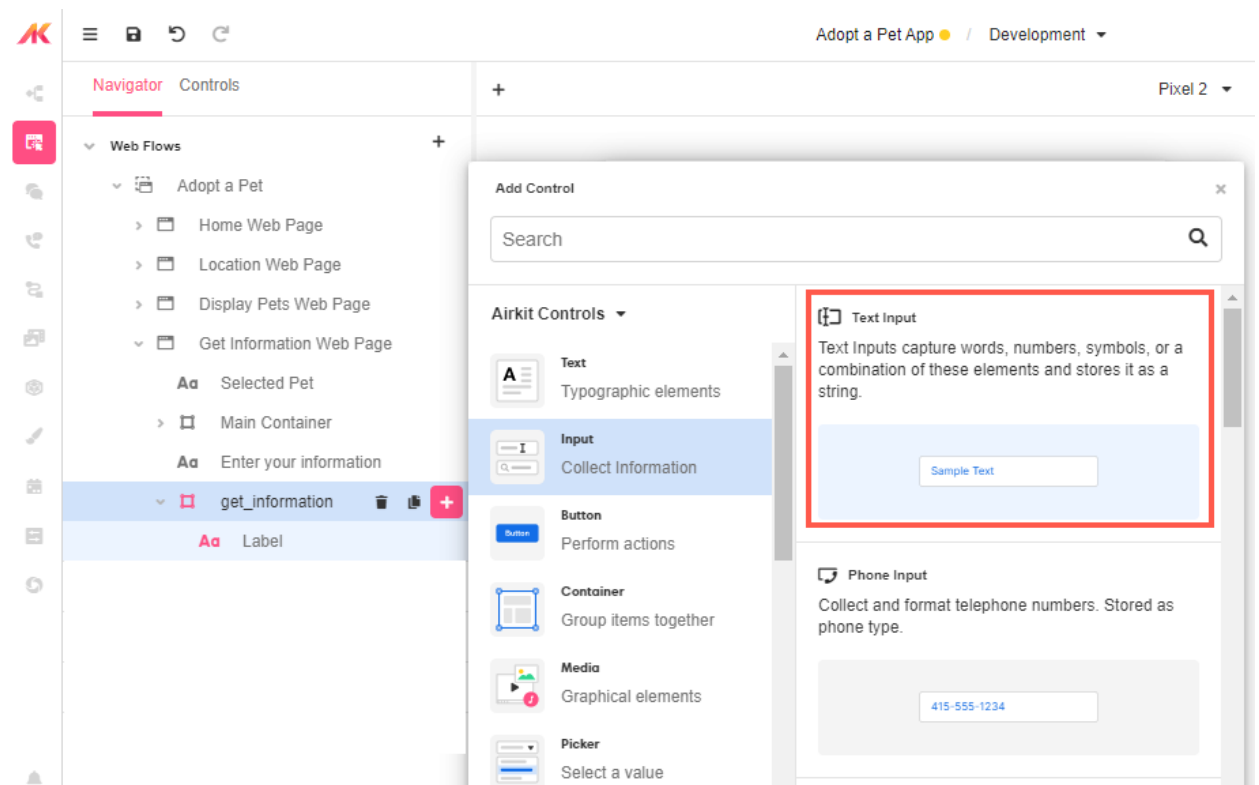
3. This control will automatically create a global session variable that will hold all the inputs underneath it. Let's rename it to `get_information` and in Data Binding > Expression, add the **get\_information** Variable we have created at the beginning of the chapter.



## Configuring the Form

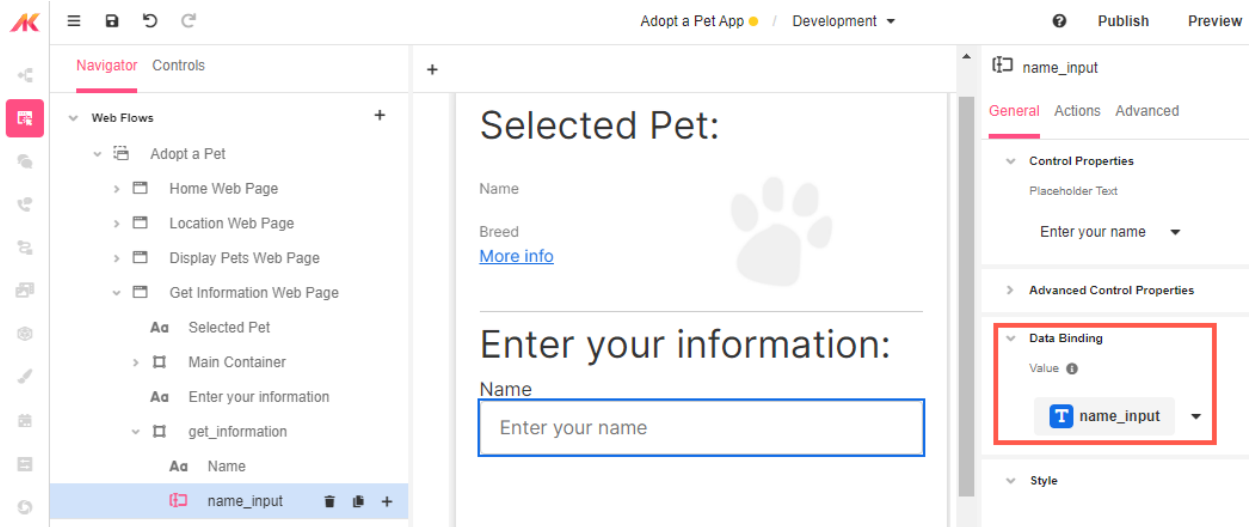
Now let's add the following controls to configure the content of the Form:

1. Add a Label control and rename it to "Name" and then add a Text Input control:

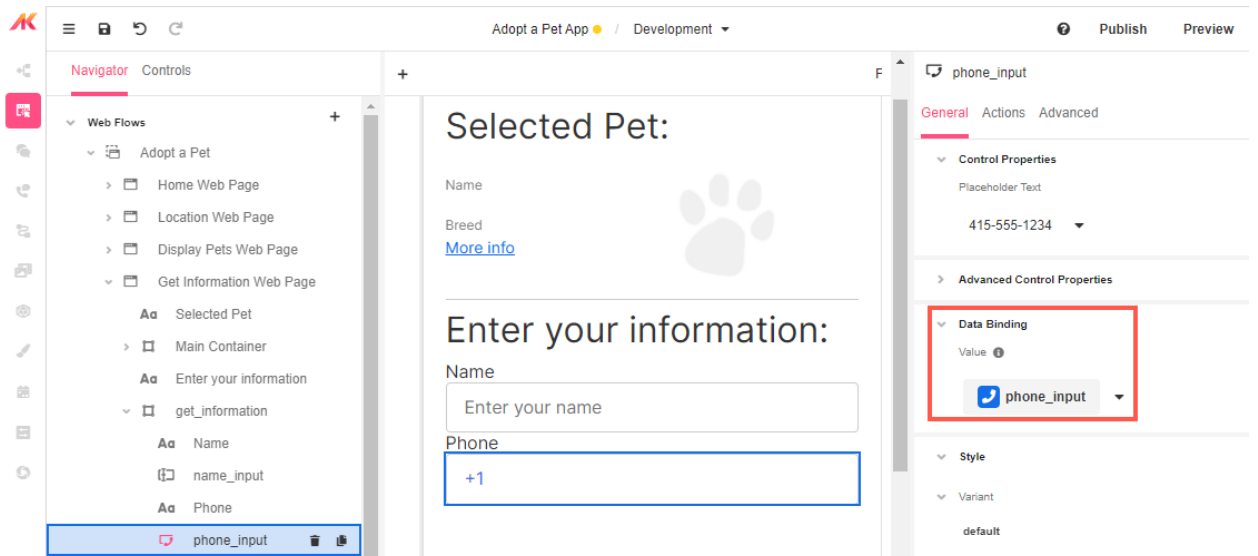


A Text variable will be automatically created. Change the name of the control to **name\_input** so that the variable gets renamed accordingly:

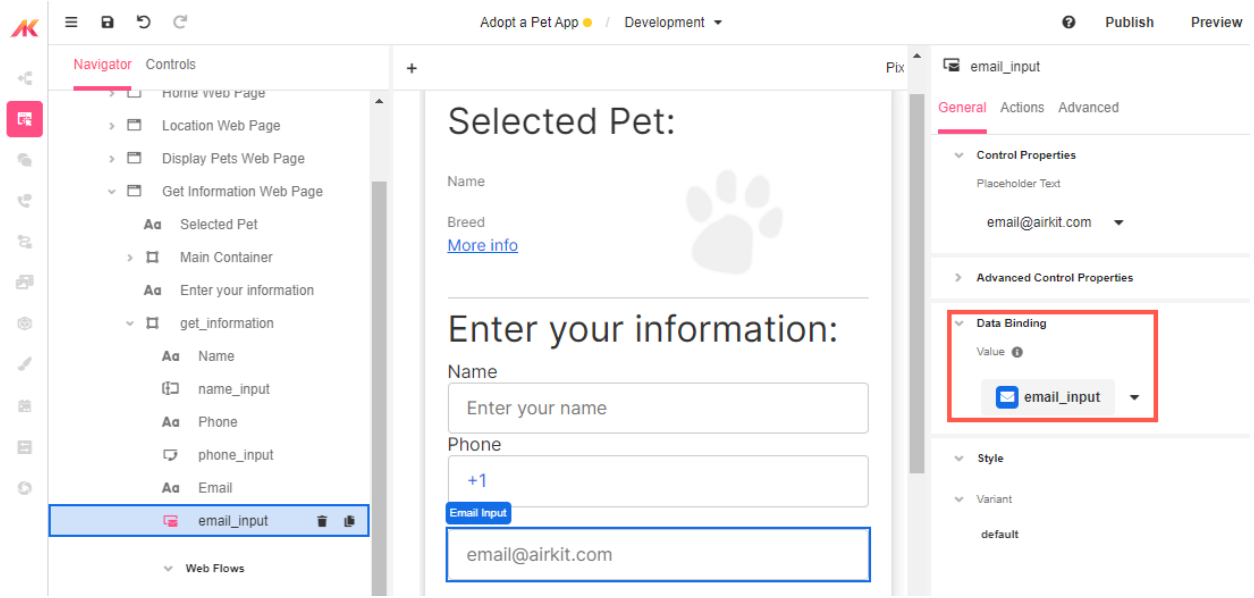




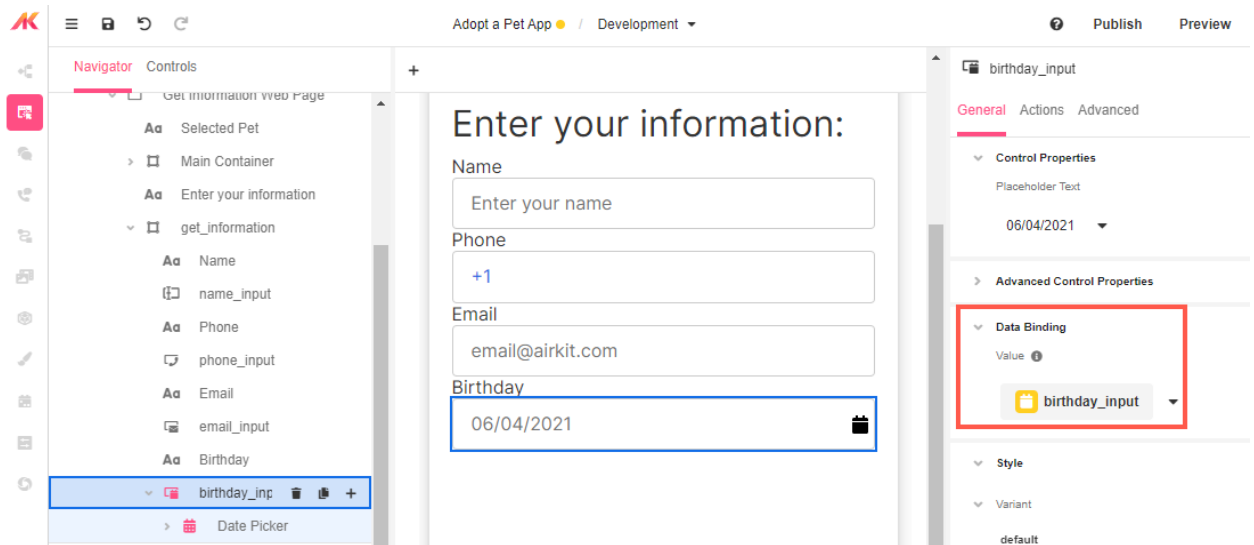
- Next, add another Label and rename it to “Phone”. Also add a Phone Input control and rename it to **phone\_input** so that the variable is created with such name.



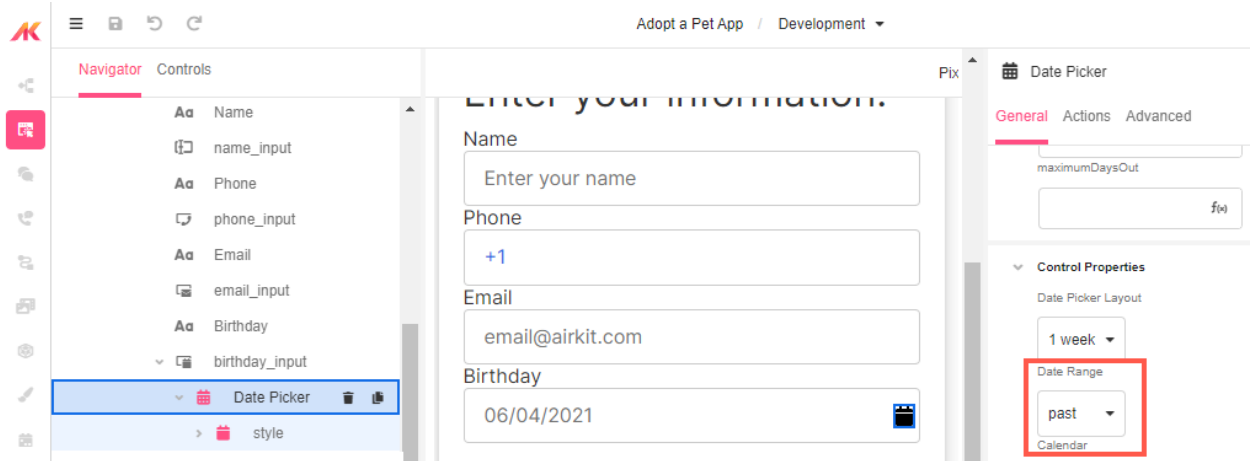
- Repeat the process and add another Label control. This time we'll call it “Email” and subsequently add the Email Input. Rename it to **email\_input**.



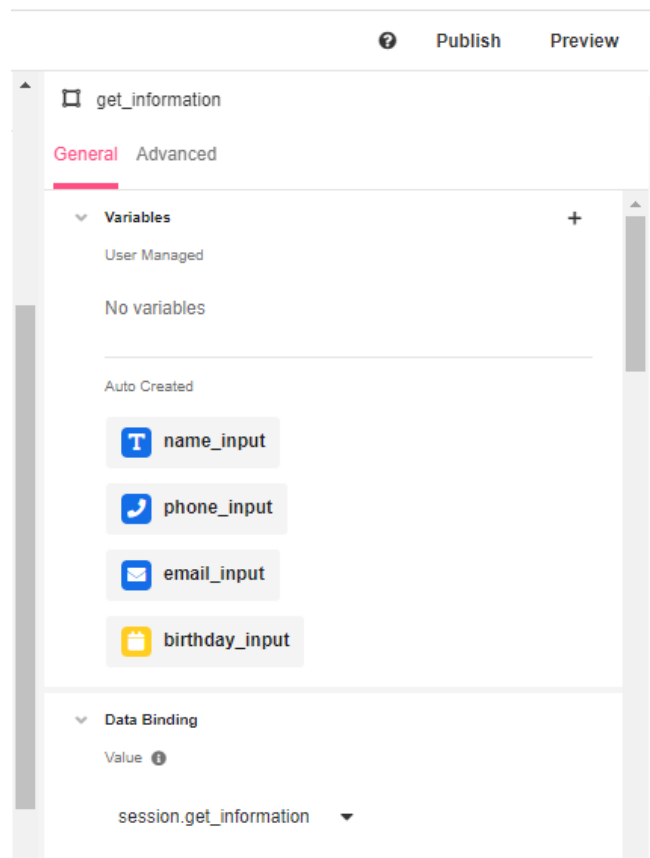
4. Add another Label and rename it to "Birthday". Then add the Date Input and rename it to **birthday\_input**.



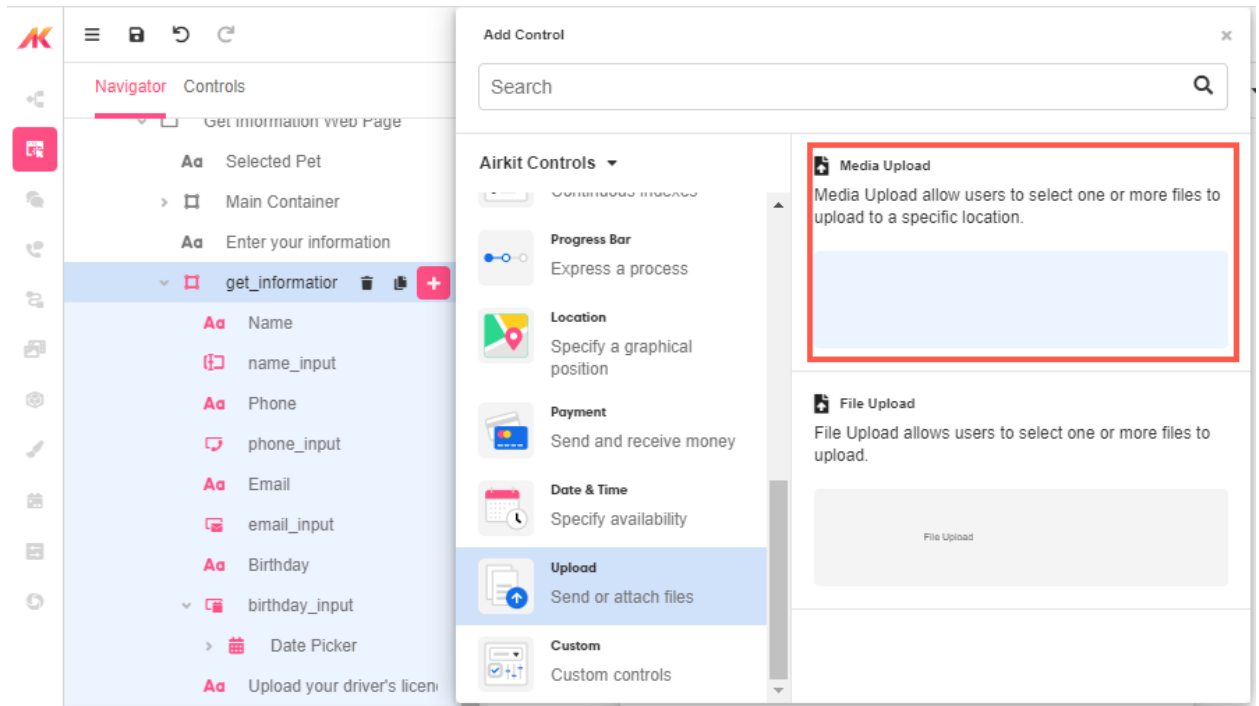
5. A Date Picker component will also be added as part of the Date Input. Select it and, in Control Properties > Date Range, make sure it is set on Past.



See how all the Input variables are now under the scope of the session variable **get\_information** that we have configured at the beginning. This way, we can take all the variables and pass them up to the session level.



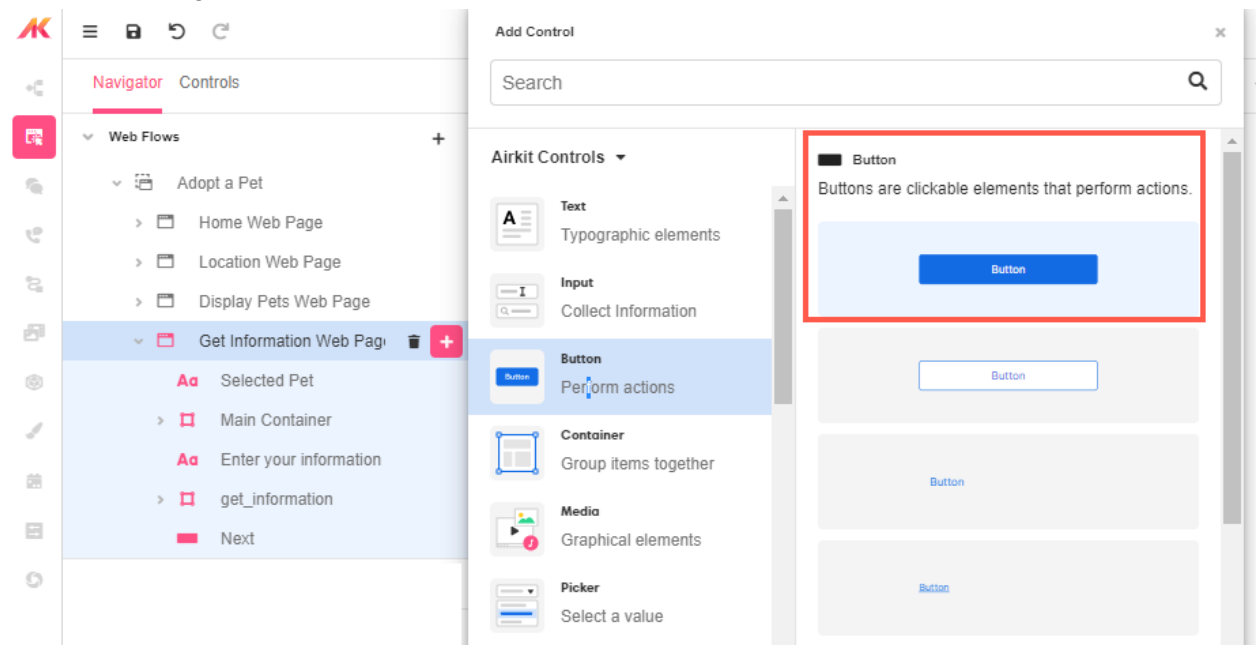
6. Add the last Label and change the text for "Upload your driver's licence" and then add the Upload Media control.



7. Save the app.

## Adding Validation

1. At the Web Page level, add a Next Button.

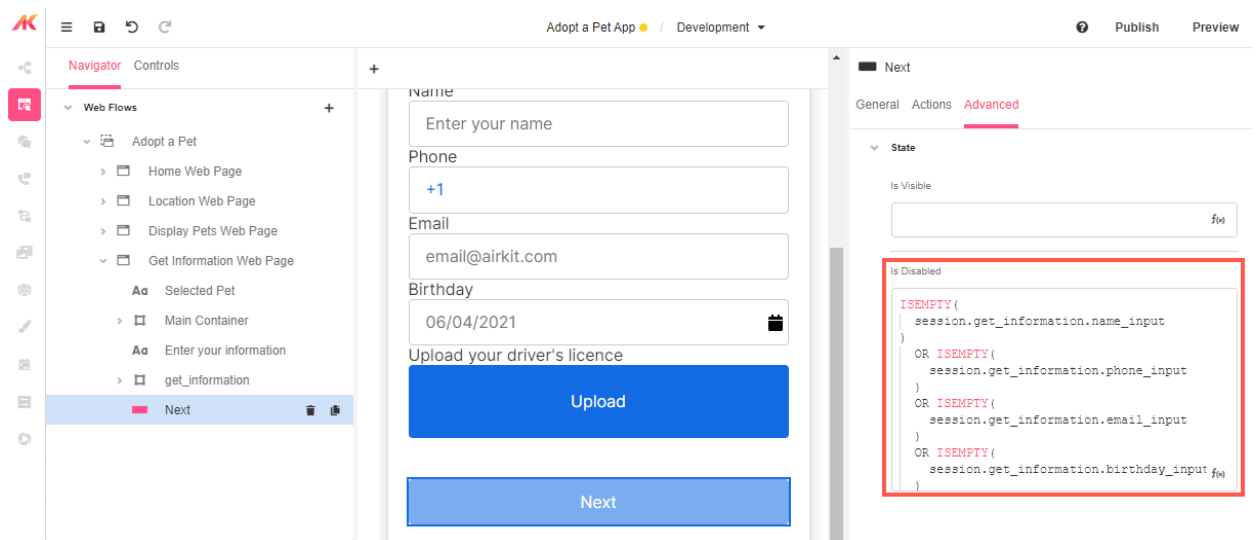


2. Since all Input controls in this Web Page are required to move forward in the process, we are going to add some validation parameters to this Button to check if any of them are empty. To do so, with the Button selected, go to the Advanced tab in the Inspector section and in Is Disabled enter the following syntax:

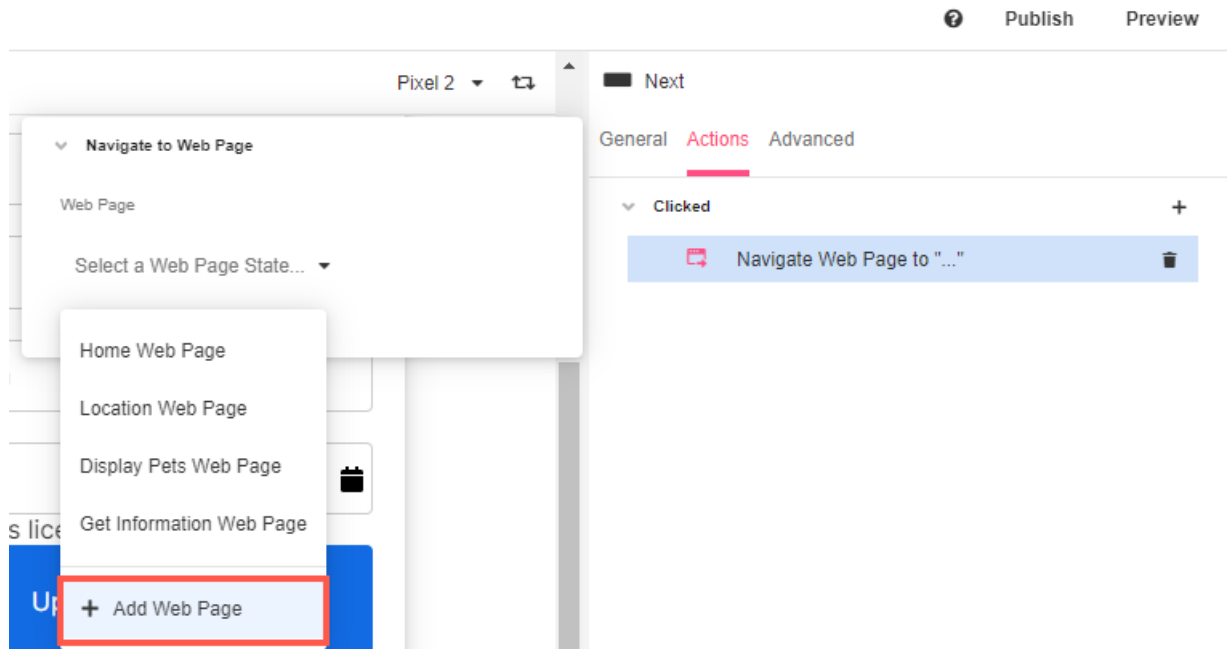
```

ISEMPTY(
  session.get_information.name_input
)
OR ISEMPTY(
  session.get_information.phone_input
)
OR ISEMPTY(
  session.get_information.email_input
)
OR ISEMPTY(
  session.get_information.birthday_input
)
OR ISEMPTY(
  session.get_information.media_upload
)

```



Finally, go to the Actions tab, add the Navigate to Web Page action to this same button and select Add New Web Page to continue building the app in the next Chapter.



3. Save the app.

## Previewing the Get Information Web Page

Go to Preview to check that the Get Information Web Page of your app is running smoothly. You can click on More info to learn more about the selected pet and then enter the requested personal information, including the upload of your driver's licence. Finally click on Next to move forward.

