Exercise 3 – Input text

A file called exercise_03_text_input.html contains the HTML elements to define a text input widget and a Font Awesome icon. Edit the file (HTML, CSS and JS parts) to:

1. Set title to "Exercise 03"
2. Configure the graphical user interface to look like the figure below.
3. Add a click event to icon so that a click prints the contents of the text input on the console using a function called getProject().

The getProject() function must behave as follows:

1. If the text string is empty, the function terminates with return.
2. If the text string contains any blank character (space, tab, …) an alert is shown to the user.
3. Otherwise, it prints the contents of the input box on the console.

The following function checks for blank spaces in a text string (returns true/false depending on the existence or absence of blank characters):

```
function hasBlanks(text) {
    let blanks = " \t\n\r";

    for (let count=0; count<text.length; count++){

        if (blanks.includes(text[count])) {
            return true;
        }
    }

    return false;
}
```

Tips:

- Background colour is #FFA500
- CSS properties: height, width, background, position, top, bottom, left, right, transform, padding, border-radius and cursor.
- CSS functions: translate().
- In order to retrieve the value in the input box use the getElementById() method to get the element ID and the value property to get the text string:

  var textString = getElementById(textInputID).value;

Test_3|