**Achievement Standard 3.7 - Kiwi Kars**

Use the following table to plan the different elements of your program that shows the input type, its ID and any other attributes you will use (e.g. min max), and how will you validate input and give feedback to the user.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Inputs / Variables / Lists** | | | | |
| **Type** | **ID** | **Attributes** | **Validation** | **Feedback to users** |
| text | firstNameInput | Required  Pattern  Placeholder  onfocus | Check for empty or null  input  Check for pattern match | If does not validate, turn the field background red and display a message below |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| Radio button | termsConditions | Required | Must be clicked in order to finalize the booking |  |
|  |  |  |  |  |
|  |  |  |  |  |

Use the following table to plan what user input and event will call the function or what other function will call that function and a written description (in pseudo-code English) of what the function should do. Remember to include functions that will validate input and display output to the user.

|  |  |  |
| --- | --- | --- |
| **Functions** | | |
| **Function name** | **How it is called** | **Description** |
| checkDetails() | onchange() from firstNameInput , lastNameInput | Check for validity with the pattern match and that the user has input a value.  If not valid: send an alert and output a message to the HTML and change the background colour  If valid: set the firstName variable to the value of the input box and clear any error messages |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |