

Constraint Validation

**Native Client Side Validation
for Web Forms**

Introduction

- Before HTML5 there was no means of implementing **client side validation** natively.
- The developers have appealed to a variety of JavaScript based solutions.
- HTML5 introduced a new concept known as **constraint validation**.
- It's a native means of implementing client side validation on web forms.

Constraint Validation

- The **constraint validation** is an algorithm that browsers run when a form is submitted to determine its validity.
- This algorithm utilizes new HTML5 attributes such as **min**, **max**, **step**, **pattern**, and **required**.
- It uses as well as existing attributes such as **maxlength** and **type**.

Constraint Validation

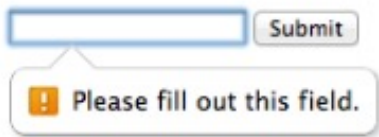
In this form we've included a **required** text input.

```
<form>  
  <input type="text" required value="" />  
  <input type="submit" value="Submit" />  
</form>
```

Constraint Validation

If we attempt to submit this form, browsers will prevent the submission and display a message.

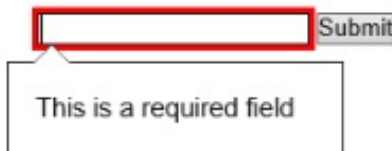
Chrome 21



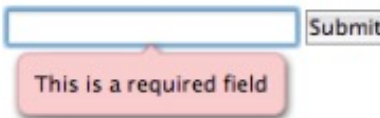
Firefox 15



Internet Explorer 10



Opera 12



Constraint Validation

- According to HTML5, how errors are presented to the user is left up to the browser itself.
- HTML5 spec does provide a full **DOM API**, new **HTML attributes**, and **CSS hooks** we can use to customize the user experience.

DOM API

The **constraint validation API** adds some properties and methods to **DOM** nodes.

- The **willValidate** property indicates whether the node is a **candidate for validation**.
- For submittable elements this will be set to **true** unless for some reason the node is **restricted from validation**.

DOM API

Because an input element has the `disabled` attribute it will be **restricted from validation**.

```
<input type="text" id="foo" />
```

```
<input type="text" id="bar" disabled />
```

```
<script>
```

```
  document.getElementById('foo').willValidate; // true
```

```
  document.getElementById('bar').willValidate; // false
```

```
</script>
```


DOM API

- The `validity` property of a DOM node returns a `ValidityState` object
- It contains a number of **boolean properties** related to the **validity** of the data in the node.

DOM API

The `patternMismatch` property is `true` if the node's `value` does not match its `pattern` attribute.

```
<input id="foo" pattern="[0-9]{4}" value="1234" />  
<input id="bar" pattern="[0-9]{4}" value="ABCD" />
```

```
<script>  
  document.getElementById('foo')  
    .validity.patternMismatch; // false  
  document.getElementById('bar')  
    .validity.patternMismatch; // true  
</script>
```

DOM API

The `rangeOverflow` property is `true` if the node's `value` is greater than its `max` attribute.

```
<input id="foo" type="number" max="2" value="1" />
```

```
<input id="bar" type="number" max="2" value="3" />
```

```
<script>
```

```
  document.getElementById('foo')  
    .validity.rangeOverflow; // false
```

```
  document.getElementById('bar')  
    .validity.rangeOverflow; // true
```

```
</script>
```

DOM API

The `stepMismatch` property is `true` if the node's `value` is invalid per its `step` attribute.

```
<input id="foo" type="number" step="2" value="4" />
```

```
<input id="bar" type="number" step="2" value="3" />
```

```
<script>
```

```
  document.getElementById('foo')
```

```
    .validity.stepMismatch; // false
```

```
  document.getElementById('bar')
```

```
    .validity.stepMismatch; // true
```

```
</script>
```

DOM API

The `typeMismatch` property is `true` if an input node's `value` is invalid per its `type` attribute.

```
<input id="foo1" type="url" value="http://foo.com" />
```

```
<input id="bar1" type="url" value="http://foo" />
```

```
<input id="foo2" type="email" value="foo@foo.com" />
```

```
<input id="bar2" type="email" value="foo.com" />
```

DOM API

```
<script>  
  document.getElementById('foo1') // http://foo.com  
    .validity.typeMismatch; // false  
  document.getElementById('bar1') // http://foo  
    .validity.typeMismatch; // true  
  document.getElementById('foo2') // foo@foo.com  
    .validity.typeMismatch; // false  
  document.getElementById('bar2') // foo.com  
    .validity.typeMismatch; // true  
</script>
```

DOM API

The `valueMissing` property is `true` if the node has a `required` attribute but has no value.

```
<input id="foo" type="text" required value="foo" />
```

```
<input id="bar" type="text" required value="" />
```

```
<script>
```

```
    document.getElementById('foo')
```

```
        .validity.valueMissing; // false
```

```
    document.getElementById('bar')
```

```
        .validity.valueMissing; // true
```

```
</script>
```

DOM API

The `valid` property is `true` if all of the `validity conditions` are `false`.

```
<input id="foo1" type="text" required value="foo" />
```

```
<input id="foo2" type="text" required value="" />
```

```
<input id="bar1" type="number"  
  required step="2" value="4" />
```

```
<input id="bar2" type="number"  
  required step="2" value="3" />
```


DOM API

```
<script>
  document.getElementById('foo1') // value="foo"
    .validity.valid; // true
  document.getElementById('foo2') // value=""
    .validity.valid; // false
  document.getElementById('bar1') // step="2" value="4"
    .validity.valid; // true
  document.getElementById('bar2') // step="2" value="3"
    .validity.valid; // false
</script>
```

DOM API

When we use the `checkValidity()` method:

- On a `form` element node (`input`, `select`, `textarea`), it returns `true` if the element contains `valid data`.
- On a `form` node, it returns `true` if all of the `form's children` contain `valid data`.

DOM API

```
<form id="form1">  
  <input id="input1" type="text" />  
</form>
```

```
<form id="form2">  
  <input id="input2" type="text" />  
  <input id="input3" type="text" required />  
</form>
```

DOM API

```
<script>
  document.getElementById('form1')
    .checkValidity(); // true
  document.getElementById('input1')
    .checkValidity(); // true
  document.getElementById('form2') // required
    .checkValidity(); // false
  document.getElementById('input2')
    .checkValidity(); // true
</script>
```

DOM API

- Every time a **form** element's **validity** is checked via `checkValidity()` and fails, an **invalid event** is fired for that node.
- We could then run some **code** whenever the node was checked and contained **invalid data**.

```
document.getElementById('input1')  
    .addEventListener('invalid', function() {  
        // field contains invalid data  
    }, false);
```

DOM API

We can also use the `change` event for notifications of when a field's `validity changes` (there is no `valid` event).

```
document.getElementById('input1')
    .addEventListener('change', function(event) {
    if (event.target.validity.valid) {
        // field contains valid data
    } else {
        // field contains invalid data
    }
}, false);
```

DOM API

- The `validationMessage` property contains the `message` the browser displays to the user when a node's `validity` is checked and fails.
- If the DOM node is not a `candidate for constraint validation` or if it contains `valid data`, then `validationMessage` will be set to an empty string.

DOM API

- The `setCustomValidity()` method changes the `validationMessage` property as well as allows us to add custom **validation rules**.
- Setting this property passing in an empty string, marks the field as **valid**; and passing any other string, marks the field as **invalid**.
- The `customError` property will **true** if a custom **validity message** has been set per a call to the `setCustomValidity()` method.

DOM API

```
<input id="foo" />
```

```
<script>
```

```
  document.getElementById('foo')
```

```
    .validity.customError; // false
```

```
  document.getElementById('foo')
```

```
    .setCustomValidity('Invalid field !');
```

```
  document.getElementById('foo')
```

```
    .validity.customError; // true
```

```
</script>
```

DOM API

In this example, we had two `password` fields and we wanted to enforce be `equal`.

```
if (document.getElementById('password1').value !=  
    document.getElementById('password2').value) {  
    document.getElementById('password1') // invalid  
        .setCustomValidity('Must match !'); // error msg  
} else {  
    document.getElementById('password1') // valid  
        .setCustomValidity(''); // no error msg  
}
```

HTML Attributes

- The boolean `novalidate` attribute can be applied to `form` nodes.
- When present it indicates that the form's data should **not be validated** when it is **submitted**.
- The boolean `formnovalidate` attribute can be applied to `button` and `input` nodes to **prevent form validation**.

HTML Attributes

Because this form has this attribute it will **submit** even though it contains an empty **required** input.

```
<form novalidate>  
  <input type="text" required />  
  <input type="submit" value="Submit" />  
</form>
```

HTML Attributes

- When "Validate" button is clicked form, **submission** will be **prevented** because of the **empty input**.
- When "Send" button is clicked, form will **submit** despite **invalid data** because of the **formnovalidate** attribute.

```
<form>  
  <input type="text" required />  
  <input type="submit" value="Validate"/>  
  <input type="submit" formnovalidate value="Send"/>  
</form>
```

CSS Hooks

- Writing effective **form validation** is not just about the errors themselves.
- It's also about to **show** the errors to the user in a **usable way**.
- **:valid** **pseudo-class** will match **form** elements that meet their specified **constraints** and **:invalid** will match those that do not.

CSS Hooks

```
<form>
  <input type="text" id="foo" required />
  <input type="text" id="bar" />
</form>

<script>
  document.querySelectorAll
    ('input[type="text"]:invalid'); // matches input#foo
  document.querySelectorAll
    ('input[type="text"]:valid'); // matches input#bar
</script>
```

CSS Hooks

<style>

:invalid { border: 1px solid red; }

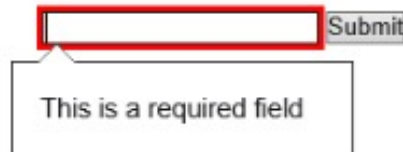
:valid { border: 1px solid green; }

</style>

Firefox 15



Internet Explorer 10



Removing Default Bubble

- The **bubbles** are the only means by which web browsers indicate the **errors**.
- We can apply a **custom look** of the bubbles across all supporting browsers.
- The only then option is to suppress **default bubble** and implement our own.
- If we do this, we must show **error messages** to users after **invalid form submissions**.

Removing Default Bubble

For example, this code will **disable** the **default inline validation bubbles** from all forms on a page.

```
var forms = document.getElementsByTagName('form');  
for (var i = 0; i < forms.length; i++) {  
    forms[i].addEventListener('invalid', function(e) {  
        e.preventDefault();  
        // display error messages to user here  
    }, true);  
}
```

Validation API Limitations

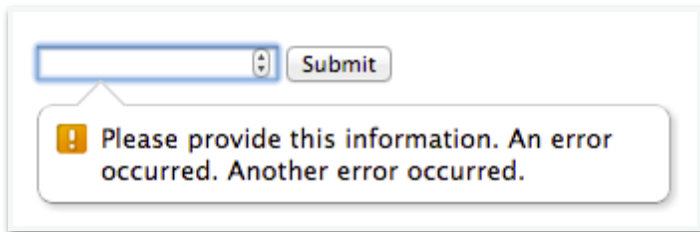
Problem #1: Handling multiple errors on one field.

- Calling `setCustomValidity()` on a node simply overrides its `validationMessage`.
- If we call this method on the same node twice the second call will **overwrite** the first.
- There is no mechanism to handle for an **array of error messages**.
- There isn't a way of displaying **multiple error messages** to the user.

Validation API Limitations

- We can append additional **error messages** to the node's **validationMessage**.
- We cannot pass in **HTML** or **formatting strings** so we have to concatenating simple strings.

```
var foo = document.getElementById('foo');  
foo.setCustomValidity  
  (foo.validationMessage + ' An error occurred');
```



Validation API Limitations

Problem #2: Knowing when to **check** the validity of an input field.

- Consider the example of a form with two **password** input fields that must **match**.
- Whenever the value of either **password** field is **changed** the **validity** will be **reevaluated**.
- We need a means of running **code** whenever a field's **validity** might have **changed**.
- We can use the **change** event to implement this type of **validation**.

Validation API Limitations

```
<form>
  <h2>Change Password</h2>
  <ul>
    <li><label for="pwd1">Password 1:</label>
      <input type="password" required id="pwd1" /> </li>
    <li><label for="pwd2">Password 2:</label>
      <input type="password" required id="pwd2" /> </li>
  </ul>
  <input type="submit" />
</form>
```

Validation API Limitations

```
var password1 = document.getElementById('pwd1');
var password2 = document.getElementById('pwd2');
var checkPasswordValidity = function() {
    if (password1.value != password2.value)
        password1.setCustomValidity('Must match!'); // invalid
    else
        password1.setCustomValidity(''); // valid
};
password1.addEventListener
('change', checkPasswordValidity, false);
password2.addEventListener
('change', checkPasswordValidity, false);
```

Validation API Limitations

Problem #3: Knowing when a user attempts to **submit** a form (contains **valid** or **invalid** data).

- The **submit** event is not **-fired** until after the browser has determined the form is **valid**.
- It's useful to know when a user attempts to **submit** a form and it is **prevented** by the browser occurs.
- We may want to show the user a list of error messages, change focus, or display help text.

Validation API Limitations

- We can add the `novalidate` attribute to the form and use its `submit` event.
- The form submission will **not be prevented** regardless of the **validity** of the data.
- We have to explicitly **check** whether the form contains **valid** data in a `submit` event and **prevent submission** accordingly.

Validation API Limitations

```
<form id="passwordForm" novalidate>
  <h2>Change Password</h2>
  <ul>
    <li><label for="pwd1">Password 1:</label>
    <input type="password" required id="pwd1"/> </li>
    <li><label for="pwd2">Password 2:</label>
    <input type="password" required id="pwd2"/> </li>
  </ul>
  <input type="submit" />
</form>
```

Validation API Limitations

```
var password1 = document.getElementById('pwd1');
var password2 = document.getElementById('pwd2');
var checkPasswordValidity = function() {
    if (password1.value != password2.value)
        password1.setCustomValidity('Must match!'); // invalid
    else
        password1.setCustomValidity(''); // valid
};
password1.addEventListener // validate field
('change', checkPasswordValidity, false);
password2.addEventListener // validate field
('change', checkPasswordValidity, false);
```

Validation API Limitations

```
var form = document.getElementById('passwordForm');  
form.addEventListener('submit', function() {  
    checkPasswordValidity(); // validate form  
    if (!this.checkValidity()) {  
        event.preventDefault();  
        // display error messages to user here  
        password1.focus();  
    }  
}, false);
```

Validation API Limitations

- Adding the `novalidate` attribute to a web form prevents the browser from displaying the inline validation bubble to the user.
- We must implement our own means of presenting error messages to the user.
- We need a `forminvalid` event that would be fired whenever a form submission was prevented due to invalid data.

Validation API Limitations

```
<form id="passwordForm" novalidate>
  <h2>Change Password</h2>
  <ul>
    <li><label for="password1">Password 1:</label>
      <input type="password" required id="password1"/>
      <p class="error"></p></li>
    <li><label for="password2">Password 2:</label>
      <input type="password" required id="password2"/></li>
  </ul>
  <input type="submit" />
</form>
```

Validation API Limitations

```
.error {  
    display: none; color: red; font-weight: bold;  
}
```

```
.submitted :invalid + .error { display: block; }
```

```
.submitted :invalid { border: 1px solid red; }
```

Validation API Limitations

```
var checkPasswordValidity = function() {  
    if (password1.value != password2.value) {  
        password1.setCustomValidity('Must match!'); // invalid  
    } else password1.setCustomValidity(''); // valid  
};  
  
var updateErrorMessage = function() {  
    form.elementsByClassName('error')[0]  
        .innerHTML = password1.validationMessage;  
};
```


Validation API Limitations

```
var password1=document.getElementById('password1');  
var password2=document.getElementById('password2');  
var form = document.getElementById('passwordForm');  
password1.addEventListener  
  ('change', checkPasswordValidity, false);  
password2.addEventListener  
  ('change', checkPasswordValidity, false);
```

Validation API Limitations

```
form.addEventListener('submit', function(event) {  
    if (form.classList) form.classList.add('submitted');  
    checkPasswordValidity();  
    if (!this.checkValidity()) {  
        event.preventDefault();  
        updateErrorMessage();  
        password1.focus();  
    }  
}, false);
```

Validation API Limitations

Change Your Password

Password 1:

Password 2:

Enviar

Change Your Password

Password 1:

Passwords must match.

Password 2:

Enviar

Title Attribute

While it doesn't change the `validationMessage`, browsers display the contents of the `title` attribute in the **inline bubble** (if it's provided).

```
<form>
  <label for="price">Price: $ </label>
  <input type="text" pattern="[0-9].[0-9][0-9]"
    title="Enter price in x.xx format (e.g. 3.99)"
    id="price" value="3" />
  <input type="submit" value="Submit" />
</form>
```

Title Attribute

Chrome 21

Price: \$

! Please match the requested format.
Please enter the price in x.xx format (e.g. 3.99)

Opera 12

Price: \$

Please use the required format
Please enter the price in x.xx format (e.g.
3.99)

Firefox 15

Price: \$

Please match the requested format: Please enter the
price in x.xx format (e.g. 3.99).

IE 10

Price: \$

You must use this format: Please enter the
price in x.xx format (e.g. 3.99)

Title Attribute

- The best time to give user **feedback** is after they interact with a field, not before.
- We can add a **class** to the **input** fields after they have been interacted with and only apply the borders when the class is present.

Title Attribute

```
<style>
```

```
.interacted:invalid { border: 1px solid red; }
```

```
.interacted:valid { border: 1px solid green; }
```

```
</style>
```

```
<form>
```

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

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

```
<input type="submit" />
```

```
</form>
```

Title Attribute

```
<script>
  var inputs=document.querySelectorAll('input[type=text]');
  for (var i = 0; i < inputs.length; i++) {
    inputs[i].addEventListener('blur', function(event) {
      event.target.classList.add('interacted');
    }, false);
  }
</script>
```