

# Two exercises on Axios

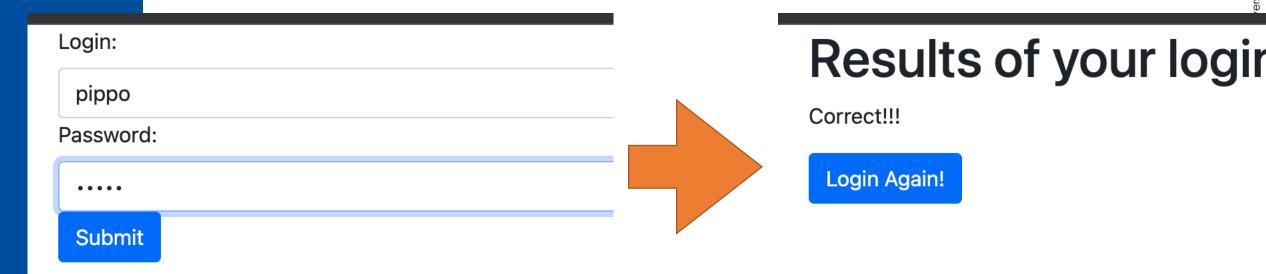
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## Simple exercise

- Fill a login/password form and then display the results
  - positive if input is pippo/pluto
  - negative otherwise



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- As you see, the page has changed
  - however we will not redirect to another page
    - we will use axios to get the data from the server
      - i.e. if the login is successful or not
    - and then the javascript will hide the form and display the div of the results



```
><body onload="init()">
<div class="container" id="form_container">
    <form id="my_form">
        <label for="login" class="form-label">Login:</label>
        <input type="text" class="form-control" name="login" id="login" requi</pre>
        <label for="password" class="form-label">Password:</label>
        <input type="password" class="form-control" name="password" id="password"</pre>
        <button type="submit" class="btn btn-primary" id="submit">Submit</but</pre>
    </form>
</div>
I<div class="container" id="results_container">
    <h1>Results of your login</h1>
    <div class="btn btn-lrg btn-primary" id="back_to_login">Login Again!</div</pre>
</div>
```

init function

div del form

div del risultati



 The init function hides the results div and displays the form div

- when the axios call returns, its then branch will hide the form and display the results div
  - and will modify an element in that div inserting the results



#### The server

- if the login.password are pippo/pluto
  - it returns the string "correct"
  - otherwise it will return "incorrect!"

```
router.post('/form_submission', (req, res)=>{
  let login = req.body.login;
  let password = req.body.password;
  if (login==='pippo' && password==='pluto'){
    res.end("Correct!!!");
  } else {
    res.end("Incorrect!!!");
}
```



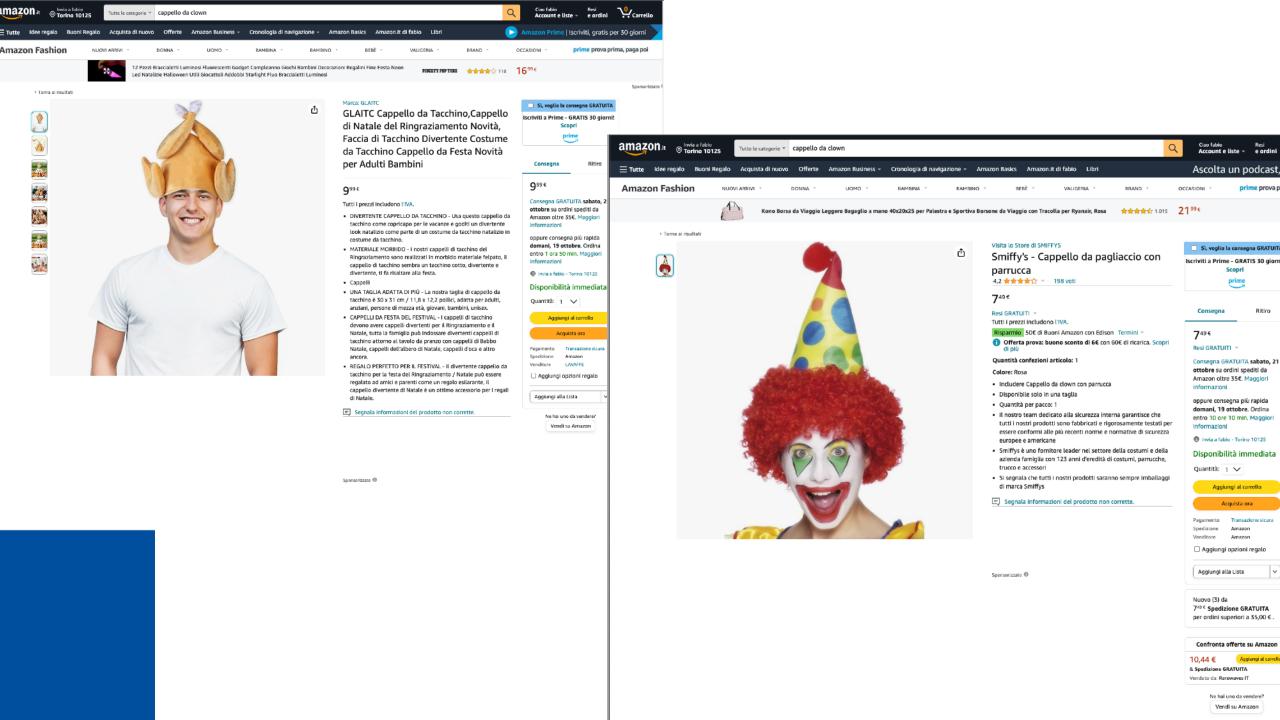
# Let's see how to implement it!!





### Exercise 2



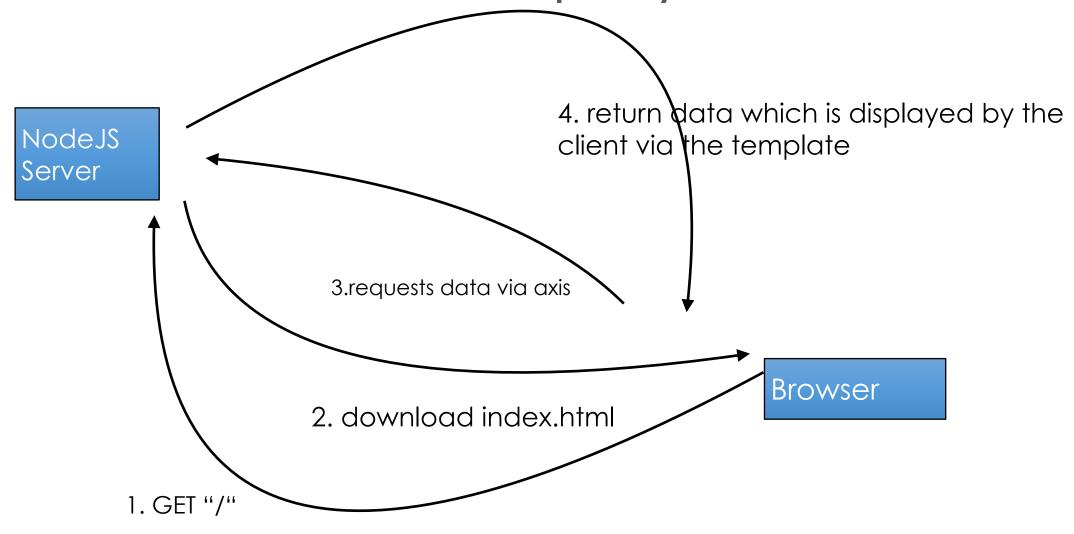




- We will learn the typical Ajax pattern
  - the get to the route / returns the template of the page
  - a set of axios calls retrieve the data to fill the page



### Client/server interplay





Pick a Square

Reset

let's see the demo!!



#### The template

/body>

```
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<body onload="init();">
<div class="container">
  <div class="row" id="square row">
  </div>
  <div class="row">
    <div class="col-md-12">
       <button id="next button"</pre>
mt-4">Pick a Square</button>
       <button id="reset button"</pre>
mt-4">Reset</button>
    </div>
  </div>
</div>
```

the init function will request the data from the server

An empty div where I will add some coloured squares

A button to display only one square at a time (asking the server which one to display)

class="btn btn-large btn-primary w-100

class="btn btn-large btn-warning w-100

A button to ask the server to send the data to create a new set of squares



#### Let's check the code

