**188. Understanding Form State**

* -: In the last lecture.
* we learned how we can submit a form created by Angular, and how we can access to this object Angular created for us.
* Now, we had a look at the value property which stores the input of the user in key value pairs.
* We see that we always have a lot of our properties.
* And that's pretty cool about this JavaScript object about the form handling by Angular.
* It allows us to really understand the state of our form.
* We can see which controls we registered here on the controls object, email, secret, and username and each controls of type form control.
* Of course, a type made available by Angular where each control then has a couple of properties, mostly the same properties we have on the overall form though, and therefore let's go back to the overall form.
* For example, properties like dirty, disabled, enabled, errors and most of the properties should be pretty self-explanatory.
* Dirty for example, is true because we changed something about that form.
* If I reload the page and submit it now, you will see the dirty is false because I didn't type into any input.
* So therefore of course, dirty is false.
* Disabled would be true if the form was disabled for some reason.
* Invalid is false because we haven't added any validators.
* So it isn't invalid.
* It is indeed valid.
* You do have the valid property down here too, so the form is valid right now.
* We will later learn how to add validators to make sure that a valid email address has to be entered, for example.
* And we also have touched for example, to see did we click into some of the fields? The difference to dirty would be that for dirty we have to change the field, have to change the value of a field.
* For touch, we simply have to click into it and now it will be touched.
* And you will later learn how these properties can be helpful in while changing the user experience.
* For example, disabling the submit button if the form is not valid.
* I will come back to this later.
* It's important to understand that you have all these properties, and definitely feel free to dive into the output we logged here and understand which properties you have, how they change, which properties the individual controls have, and so on.