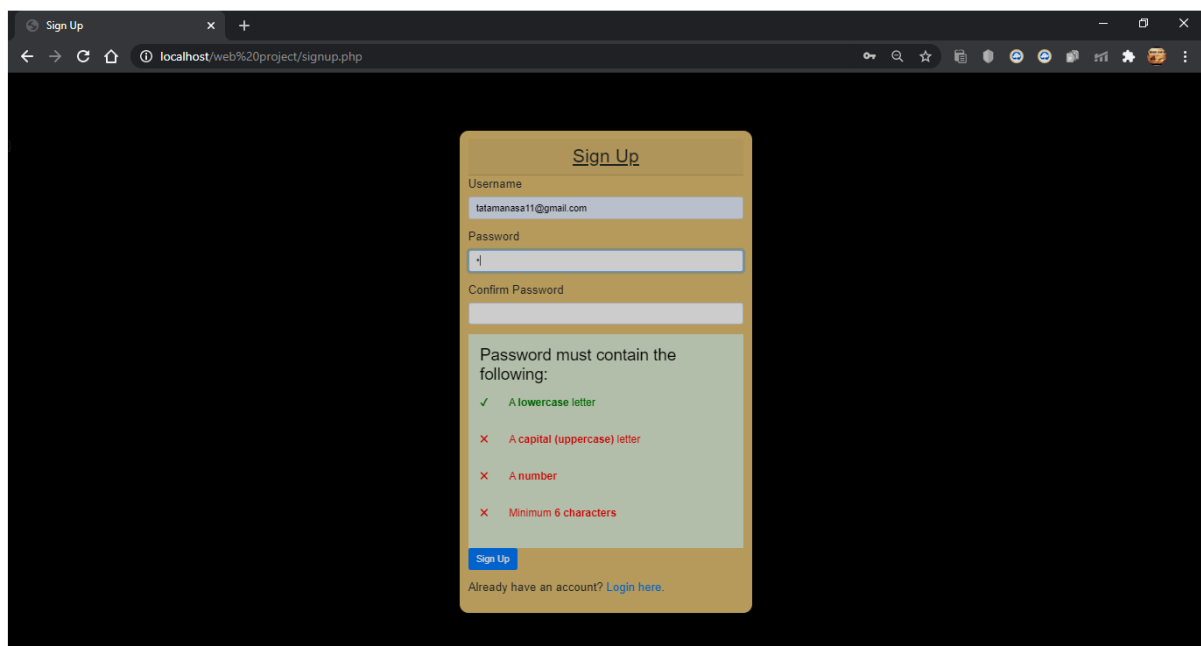


## Experiment 6: Dynamic web page validation using JavaScript

**Aim:** To make a dynamic web page validation using JavaScript

**Implementation:**

**Output:**



**Code:**

<script>

```
var myInput = document.getElementById("password");
var myInput2 = document.getElementById("confirmPassword");
var letter = document.getElementById("letter");
var capital = document.getElementById("capital");
var number = document.getElementById("number");
var length = document.getElementById("length");

// When the user clicks on the password field, show the message box
// myInput.onfocus = function() {
```

```
// document.getElementById("message").style.display = "block";  
// }
```

```
// // When the user clicks outside of the password field, hide the message box  
// myInput.onblur = function() {  
//   document.getElementById("message").style.display = "none";  
// }
```

```
// When the user starts to type something inside the password field  
myInput.onkeyup = function() {  
  // Validate lowercase letters  
  var lowerCaseLetters = /[a-z]/g;  
  if(myInput.value.match(lowerCaseLetters)) {  
    letter.classList.remove("invalid");  
    letter.classList.add("valid");  
  
  } else {  
    letter.classList.remove("valid");  
    letter.classList.add("invalid");  
  
  }  
}
```

```
// Validate capital letters  
var upperCaseLetters = /[A-Z]/g;  
if(myInput.value.match(upperCaseLetters)) {  
  capital.classList.remove("invalid");  
  capital.classList.add("valid");  
  
} else {  
  capital.classList.remove("valid");  
  capital.classList.add("invalid");  
}
```

```
}

// Validate numbers
var numbers = /[0-9]/g;
if(myInput.value.match(numbers)) {
    number.classList.remove("invalid");
    number.classList.add("valid");

} else {
    number.classList.remove("valid");
    number.classList.add("invalid");

}

// Validate length
if(myInput.value.length>=1)
{
    document.getElementById("message").style.display = "block";
}
else
    document.getElementById("message").style.display = "none";
if(myInput.value.length >= 6) {
    length.classList.remove("invalid");
    length.classList.add("valid");

} else {
    length.classList.remove("valid");
    length.classList.add("invalid"); } }
</script>
```

**Result:**The experiment was successfully completed.