08-Short-Link-App

New User Validation - Video

- what we want to do first is to validate the user object just before it gets created
- so we are going to do this in the server/main.js and we will be using the Accounts class,
- it takes a function as an argument
- and lets also import the named export Accounts
- this method will stop the process if something is invalid
- so for this example we are going to allow it to get created, so all we need to do is return true
- for this we will just explore the *user* object

```
import { Meteor } from 'meteor/meteor';
import SimpleSchema from 'simpl-schema';
import { Accounts } from 'meteor/accounts-base';

Meteor.startup(() => {
    // code to run on server at startup

Accounts.validateNewUser((user)=>{
    console.log('this is the user ', user);
    return true;
});
```

• before continuing we are going to disable the built in browser validation, all we have to do is add a noValidate to our forms in Login.js and Signup.js

•

- now head over to the browser and create a new user and typing some random email and password
- now head over to the terminal and this is what you will see

```
I20171016-15:47:39.657(-7)? this is the user { createdAt: Mon Oct 16 2017 15:47:39 GMT-0700 (PD
T),
I20171016-15:47:39.658(-7)? _id: 'YA3pYxLhA5unrWRK5',
I20171016-15:47:39.659(-7)? services: { password: { bcrypt: '$2a$10$eareZjNwaMjLdlH7Wu4c4ufKi0 xulleKSbNCCG486kpSvGSGvz3si' } },
I20171016-15:47:39.660(-7)? emails: [ { address: 'jose@example.com', verified: false } ] }
```

- lets go back to server/main.js and we are going to take the email information from the user object
- lets create a const variable
- if you notice the array[0] is because we want to grab just one item, and we want to access the address property

```
Accounts.validateNewUser((user)=>{
   const email = user.emails[0].address
   console.log('this is the user ', user);
   return true;
});
```

- all we have to do is create a schema that validates the email
- as you notice we use a different way to create a new SimpleSchema, this is just a different way without a variable, and also we used the ES6 shorthand when using email

```
Accounts.validateNewUser((user)=>{
  const email = user.emails[0].address

new SimpleSchema({
  email:{
    type: String,
    regEx: SimpleSchema.RegEx.Email
  }
}).validate({email});
console.log('this is the user ', user);
return true;
});
```

- now we can go test this out
- first try to create a new user by using a bogus email on the browser
- and we get an internal server error
- but if we go over to the terminal we will see a 'createUser' ClientError: Email must be a valid email address
- we are going to be exploring a little bit with Meteor errors
- we will be using a try and catch clause
- first go back to the server main.js

```
import { Meteor } from 'meteor/meteor';
import SimpleSchema from 'simpl-schema';
import { Accounts } from 'meteor/accounts-base';

Meteor.startup(() => {
    // code to run on server at startup

Accounts.validateNewUser((user)=>{
    const email = user.emails[0].address

new SimpleSchema({
    email:{
        type: String,
        regEx: SimpleSchema.RegEx.Email
```

```
}
}).validate({email});
console.log('this is the user ', user);
return true;
});

try {
   throw new Error('Some message here');
} catch (e){
   console.log(e);
}
```

and the some message here will appear in the terminal

```
I20171016-16:06:35.410(-7)? [Error: Some message here]
=> Meteor server restarted
```

- and now we are going to throw a Meteor error
- the Meteor. Error takes two arguments, the first is one is some code like 404 or even a string but for now we will stick with 400, and the second argument is your message, the reason it was invalid

```
Accounts.validateNewUser((user)=>{
  const email = user.emails[0].address

new SimpleSchema({
    email:{
        type: String,
        regEx: SimpleSchema.RegEx.Email
     }
    }).validate({email});
    console.log('this is the user ', user);
    return true;
});

try {
    throw new Meteor.Error(400, 'Please enter a valid email.');
} catch (e){
```

```
console.log(e);
}
```

• now if we go back to the terminal this is what we get

```
I20171016-16:11:41.507(-7)? { [Error: Please enter a valid email. [400]]
I20171016-16:11:41.508(-7)? isClientSafe: true,
I20171016-16:11:41.508(-7)? error: 400,
I20171016-16:11:41.508(-7)? reason: 'Please enter a valid email.',
I20171016-16:11:41.508(-7)? details: undefined,
I20171016-16:11:41.509(-7)? message: 'Please enter a valid email. [400]',
I20171016-16:11:41.509(-7)? errorType: 'Meteor.Error' }
=> Meteor server restarted
```

• so in order to use this try and catch clause, all we have to do is wrap our try and catch clause on our new SimpleSchema like so

```
import { Meteor } from 'meteor/meteor';
import SimpleSchema from 'simpl-schema';
import { Accounts } from 'meteor/accounts-base';
Meteor.startup(() => {
  // code to run on server at startup
  Accounts.validateNewUser((user)=>{
    const email = user.emails[0].address
    try{
      new SimpleSchema({
        email:{
          type: String,
          regEx: SimpleSchema.RegEx.Email
        }
     }).validate({ email });
    }catch (e) {
      throw new Meteor.Error(400, e.message )
    }
```

```
return true;
});
```

- now lets try create a new user in the browser and use a bogus email and password
- and now we get this message : **Email must be a valid email address**
- now we are going to take care of the password
- inside our Signup.js component we are going to ba adding validation in onSubmit()

```
onSubmit(e){
    e.preventDefault();

let email = this.refs.email.value.trim();
    let password = this.refs.password.value.trim();
    if(password.length < 9){
        return this.setState({error: 'Password must be more than 8 characters long.'})
}

Meteor.loginWithPassword({email}, password, (err)=>{
    if(err){
        this.setState({error: 'Unable to login. Check email and password'});
    }else{
        this.setState({error: ''});
    }
})
})
```

- lets go to the browser and check if this works by typing a short password
- and we get this message *Password must be more than 8 characters long.*