

Form Application

Instruction:

- Develop a web application that dynamically generates a form for user interaction. This form allows users to enter text and more extensive text, display the entered content, and clear the content as needed. This project consists of two files.

Don't edit the following files.

- **index.html** :: an index page

Type your codes in the **form.js** file :: This file consists of four functions.

init() :: Initialize Form Application, Set initial conditions for the form application and create operational buttons for interaction.

1. **Create** button "Show Form" and **add an event listener** to this button to call the **"showForm" function** when **clicked**. This initiates the display of the form elements for user interaction.
2. **Add** the **"Show Form" button** to the document body **<body></body>**

showForm() :: Display Form Elements, Triggered by clicking the "Show Form" button, this function dynamically generates the form elements and operational buttons.

1. **Remove** the **"Show Form" button** to make space for the form elements.
2. **Create** a **text input field** labeled "Enter text" for short text inputs.
3. **Create** a **textarea** labeled "Enter more text" for longer text inputs.
4. **Create** a **<div id="divInput"></div>** and then add a **text input field** inside it.
5. **Create** a **<div id="divTextArea"></div>** and then add a **textarea** inside it.
6. **Create** button **"Display"** and **add an event listener** to this button to call the **"display" function** when **clicked**, which will handle the display of entered text.
7. **Create** button **"Clear"** and **add an event listener** to this button to call the **"clear" function** when **clicked**, clearing the display area of any shown text or messages.
8. **Create** a **<div id="displayArea"></div>** to prepare it for displaying text.
9. **Add** the divInput, divTextArea, "Display" button, "Clear" button and displayArea, to the document body **<body></body>**

display() :: Show Entered Text, Executed when the "Display" button is clicked, this function manages the visualization of the text entered by the user.

1. Retrieve the text from the input field and the textarea.
2. Validate that **both the input field and textarea contain text**.

If validation

passes:

- Clear the content within the `<div id="displayArea"></div>` or call function `clear()`
- Display the text in the `<div id="displayArea"></div>`. With text and format
`"<h1>${textInput}</h1><p>${textArea}</p>"`

fails:

- Clear the content within the `<div id="displayArea"></div>` or call function `clear()`
- Display an error message prompting the user to fill both fields in the `<div id="displayArea"></div>`. With text and format
`"<p style='color: red;'>Error: Both input and textarea must contain text.</p>"`

clear() :: Clear Displayed Text, Activated by the "Clear" button, it clears the display area of any content.

1. Clear the content within the `<div id="displayArea"></div>`

Initial code:

index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Form to Display</title>
</head>
<body>
  <!-- This comment show guideline to create elements
  <div id="divInput"><input type="text" id="textInput" placeholder="Enter text"></div>
  <div id="divTextArea"><textarea id="textArea" placeholder="Enter more text"></textarea></div>
  <button id="displayButton">Display</button>
  <button id="clearButton">Clear</button>
  <div id="displayArea"></div> -->

  <script src="form.js"></script>
</body>
</html>
```

TEST INT201 : Client Side Programming 1 : Module 2 round 2

form.js:: **type your codes here**

```
//Write your student id, firstname, and lastname in a single line comment before starting your program
//students who do not put this comment will get 50% taken off their score.
//ID:      Name:

function init() {
//insert your code here
}
function showForm() {
//insert your code here
}

function display() {
//insert your code here
}

function clear() {
//insert your code here
}

init();
```