

Grade 11 Assignment #7 Java Script

Password Validator

We are going to write a program to make sure that a password is complex so that it cannot be easily guessed. Our password validator will check multiple aspects of a potential password and will report back to the user if their password meets a set of rules.

The rules for our password validator are:

- Has at least one uppercase letter
- Has at least one lowercase letter
- Is at least 8 characters long
- Has at least one special character

We can utilize functions to check for each of these requirements, then create a function to validate a user's password.

Tasks:

There are 20 Tasks to complete for this assignment:

1. Using NotePad++, create the code needed for the program called **Password Validator**.

This program will be split into 5 functions:

- A function that verifies the password has an uppercase letter.
- A function that verifies the password has a lowercase letter.
- A function that verifies the password is at least 8 characters

- A function that verifies the password has a special character.
- A function that reports to the user if their password is complex enough, and if not, tells them what they are missing.

2. Let's begin with the last function so that you can see your results as you progress through this project.

Begin by declaring a function named `isPasswordValid` that takes one parameter named `input`.

3. The `isPasswordValid` function will run each function we make in the upcoming steps.

Now, let's build the first condition:

- A function that verifies the password has an uppercase letter.

Declare a function named `hasUppercase` that takes one parameter named `input`.

4. The purpose of `hasUppercase` is to determine whether a password has an uppercase letter or not. If so, it should `return true`.

Inside the `hasUppercase` function, you'll need to check every letter of the password to see if it is an uppercase letter. In a future step, you'll pass in the password to this function as the `input` parameter.

To accomplish this rule, write a `for` loop that iterates through each letter of the `input` parameter inside the `hasUppercase` function.

5. Inside the `for` loop, write an `if` statement that checks if each `input` letter is equal to the uppercase version of itself. You can utilize the JavaScript function `toUpperCase` to transform a letter to its uppercase version.

If the `input` does have an uppercase letter, `return true`. If not, don't return anything.

6. The `hasUppercase` function can now check if an uppercase letter is present. Now you need to pass it a password.

In the `isPasswordValid` function, write an `if` statement. Inside the `if` statement's condition (inside its parentheses), call the `hasUppercase` function and pass it `input` as the parameter.

If `hasUppercase` returns `true`, then use `console.log` to print that the password is valid.

7. You passed in `input` to the `hasUppercase` function. `input` here is the parameter to the `isPasswordValid` function. Therefore you need to call the `isPasswordValid` with a password.

On the last line of the program, call the `isPasswordValid` function, and pass in a string as a password.

8. You should see that the password is valid log to the console. Now try a password without a capital letter. Right now, nothing happens.

Let's build a condition that logs to the console that the password needs a capital letter.

In the `isPasswordValid` function, write another `if` statement. In the `if` statement's condition (inside of its parentheses), call the `hasUppercase` function, but this time check if calling it is `false` with the `!` operator.

If the function call is false, then log to the console that the password needs a capital letter.

The `!` operator will turn `false` into `true`. In this case, if the password does not have an uppercase letter, the function will not return anything. That is, the function will return `undefined`. `undefined` in JavaScript is *falsey*, or in other words, `undefined` evaluates to false.

The other values in JavaScript that evaluate to false are: `0`, `-0`, `undefined`, `false`, `null`, `"`, `NaN`.

Conversely, all other values returned will evaluate to `true`, so they are referred to as *truthy*.

If the `hasUppercase` function returns `undefined`, that will evaluate to `false`, therefore we can make that condition `true` with the `!` operator, which enables you to perform logic when a condition evaluates to `false`.

9. **Quick Check.** Make sure everything is working before moving on.

Great work so far! At this point you have laid the groundwork for the whole program.

Right now, if you try a password with no capital letters, you should see a message that says you need one, and if you try a password with capital letters, you should see a message that your password is valid.

Now you can add the rest of the conditions, following the same flow:

1. Write a function that fulfills one of the rules.
2. Add in `if` condition in the `isPasswordValid` function that makes sure it returns `true` in order to tell the user their password is valid.
3. Add another `if` statement in the `isPasswordValid` function that tells the user what they are missing if the function returns `undefined`, or `false`.

10.The next rule to build is:

- A function that verifies the password has a lowercase letter.

Declare a function named `hasLowercase` that has one parameter named `input`. This function should be similar to the `hasUppercase` function, but this time utilize the JavaScript function `toLowerCase` to verify the `input` has a lowercase letter.

Then, write the two `if` conditions in the `isPasswordValid` function to log the correct message according to whether the `hasLowercase` function returns `true` or not.

11.Repeat the same process as Step 9, but this time with the next rule:

- A function that verifies the password is at least 8 characters

Declare a function named `isLongEnough` that has one parameter named `input`, and `return true` if the password is greater or equal to 8 characters. You can utilize the `.length` property to check for this.

Then, write two `if` conditions in the `isPasswordValid` function to log the results of the function.

12. Now for the last rule:

- A function that verifies the password has a special character.

Declare a function named `hasSpecialCharacter` that has one parameter named `input`.

In order to check if the `input` has a special character, you'll need to create a list of special characters.

Declare a variable named `specialCharacters` and set its value to an array. Each item in the array should be one special character.

13. Inside the `hasSpecialCharacter` function, you'll need to see if any letter in the `input` matches any letter in the `specialCharacters` array.

To do this, write a `for` loop that loops through each letter in the `input` variable.

Inside the `for` loop's block, write another `for` loop that loops over each letter in the `specialCharacters` array.

14. Now, you'll need to check if any letter in the `input` equals any character in the `specialCharacters` array.

Write an `if` statement in the inner `for` loop's block that checks if `input[i]` is equal to `specialCharacters[j]`. If so, `return true`.

15. In the `isPasswordValid` function, add the `hasSpecialCharacter` condition in two `if` statements, just like the other functions.

One `if` statement should check if the `hasSpecialCharacter` returns a `false` value. If so, log to the console that the user is missing a special character.

Then, if `hasSpecialCharacter` returns `true`, add `hasSpecialCharacter` to the `if` statement that logs the password is valid.

16. **Quick Check.** Nice work, but before you go on to the next step, try out multiple passwords and check to make sure the output matches what you expect.

17. However, you are not finished yet. You need to make your program user friendly by `printing-out user friendly messages` to the screen welcoming the user and asking them to try out the program while informing them the point of the program and what the output on the screen they see means.

18. It would be helpful to describe to other developers what this small Java program does. Write some **comments** that describes what this program does.

- a. Use multi-line comments to **(/* comment in the middle of */)**:
 - i. Write one at the top of the code (before the main part of the code) that gives a quick intro/description the assignment.
 - ii. Below that comment, write one that summarizes the program.
- b. Use a single line comment to **(//then comment)**:
 - i. Create 5 comments anywhere you deem necessary or important in the code. Remember the comment is to highlight or explain what is going on or what is being done in a particular way or used and why.
 - ii. Ideas for your comments above would be to explain: the different functions, for loops, if statements, and variable declarations or the printed out statements to the screen.
 - iii. Identify the last line of code in every function or statement (anything that ends with a curly bracket { }) by writing “End of BLAH-BLAH”.
 - iv. Identify the end of the program.

19. Once your program is complete, make sure to **test** it using the console (do not submit a program that does not work).

20. Lastly, **upload** (drag and drop) your assignment to the portal. Look for your name under the Assignment 7 webpage.