#### Form Validation in 1.3



Deborah Kurata

@deborahkurata | blogs.msmvps.com/deborahk/

#### What This Module Covers



HTML 5 validator improvements

Validation message directives

Reusable validation messages

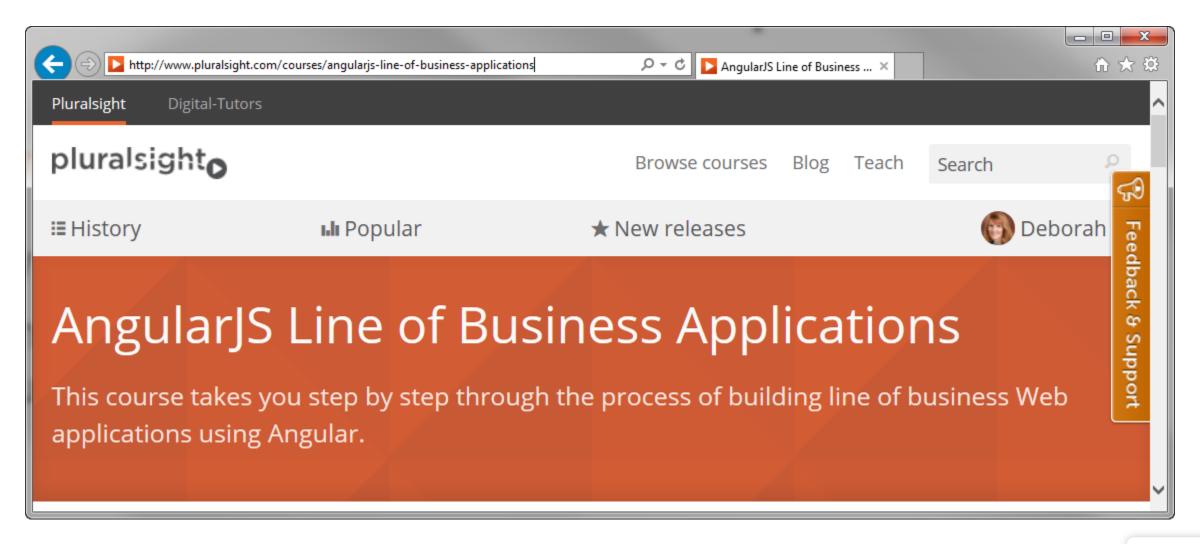
Touch detection

Dynamic element validation

Simplified custom validation

Asynchronous validation

#### If Form Validation Is New for You



### HTML 5 Validator Improvements

Angular 1.2.x

Angular 1.3

It mostly worked

It fully works

Depending on the version of 1.2 you were using

#### HTML 5 Validator Improvements



HTML 5 input type validation now works Validation errors are defined on \$error

## Displaying Validation Messages

#### Angular 1.2.x

```
<span class="help-block has-error"
    ng-if="classForm.inputEmail.$dirty">
    <span ng-show="classForm.inputEmail.$error.required">
    Email is required.
    </span>
    <span ng-show="classForm.inputEmail.$error.minlength">
    Instructor's email must be at least 6 characters.
    </span>
    <span ng-show="classForm.inputEmail.$error.email">
    Instructor's email must be a valid email address.
    </span>
</span></span>
```

#### Angular 1.3

```
<span class="help-block has-error"
    ng-if="classForm.inputEmail.$dirty"
    ng-messages="classForm.inputEmail.$error">
    <span ng-message="required">
        Email is required.
    </span>
    <span ng-message="minlength">
        Instructor's email must be at least 6 characters.
    </span>
    <span ng-message ="email">
        Instructor's email must be a valid email address.
    </span>
</span></span>
```

#### ngMessages Directive

Shows and hides validation messages

Based on \$error object

In the order specified

#### ngMessage Directive

Shows or hides one validation message

Requires a parent ngMessages directive

Is defined on a child HTML element

# angular-messages.js

- ngMessages and ngMessage directives are in a separate .js file
- Include the angular-messages.js file in the project
- Add a script tag for the angular-messages.js file
- And define a dependency on ngMessages

# Displaying Validation Messages



Use ngMessages and ngMessage for

Better control

Cleaner code

Use them to define message order

Or to display multiple messages

# Reusing Validation Messages

Angular 1.2.x

Angular 1.3

Manual process

ng-messages-include="errorMessages.html"

## Using ng-messages-include

- 1. Create an HTML file for the common messages
- 2. Include the HTML file in the same element as ngMessages
- 3. Override any messages as required

## Creating the Messages File

```
<span ng-message="required">
This item cannot be blank.

<span ng-message="minlength">
You have not met this item's minimum length.

<span ng-message="maxlength">
You have exceeded this item's maximum length.

/span ng-message="maxlength">
```

# Including the Messages File

```
<span class="help-block has-error"</pre>
      ng-if="classForm.inputInstructorEmail.$dirty"
      ng-messages="classForm.inputInstructorEmail.$error"
      ng-messages-include="app/errorMessages.html"
      ng-messages-multiple>
    <span ng-message="email">
        Instructor's email must be a valid email address.
    </span>
</span>
```

## Overriding a Message

```
<span class="help-block has-error"</pre>
      ng-if="classForm.inputInstructorEmail.$dirty"
      ng-messages="classForm.inputInstructorEmail.$error"
      ng-messages-include="app/errorMessages.html"
      ng-messages-multiple>
    <span ng-message="email">
        Instructor's email must be a valid email address.
    </span>
    <span ng-message="minlength">
    Instructor's email must be at least 6 characters in length.
    </span>
</span>
```

## Reusing Validation Messages



Create an HTML file containing the messages to reuse

Use ng-message-include to include the messages

Override messages as needed

#### **Touched Detection**

Angular 1.2.x

Detect dirty/pristine, valid/invalid

Angular 1.3

Detect touched

\$touched

\$untouched

Set on blur

NOTE: Does not necessarily mean

"touched"

#### **Touched Detection**



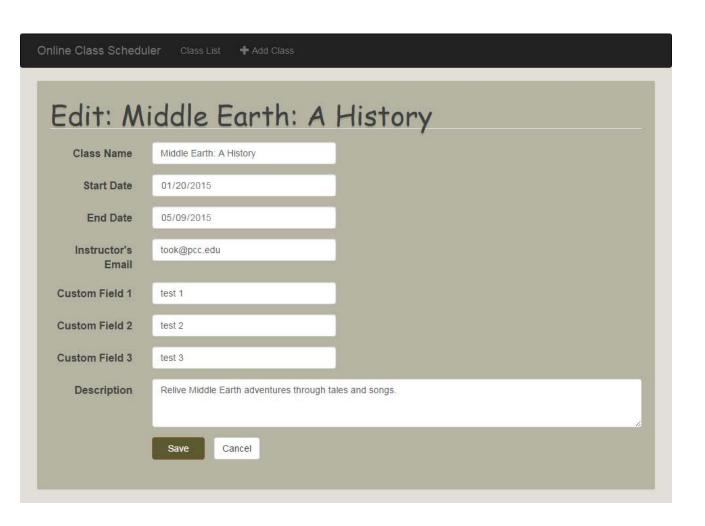
Use \$touched to

Display a message

Perform an operation

After the user leaves an input element

# **Dynamic Element Binding**



```
vm.fields = [
  {"label":"Custom Field 1",
   "data":"test 1"},
  {"label":"Custom Field 2",
  "data":"test 2"},
  {"label":"Custom Field 3",
  "data":"test 3"}
```

# Dynamic Element Binding

Angular 1.2.x

Manual solution

Angular 1.3

Properly binds to dynamically generated input elements

# **Dynamic Element Binding**

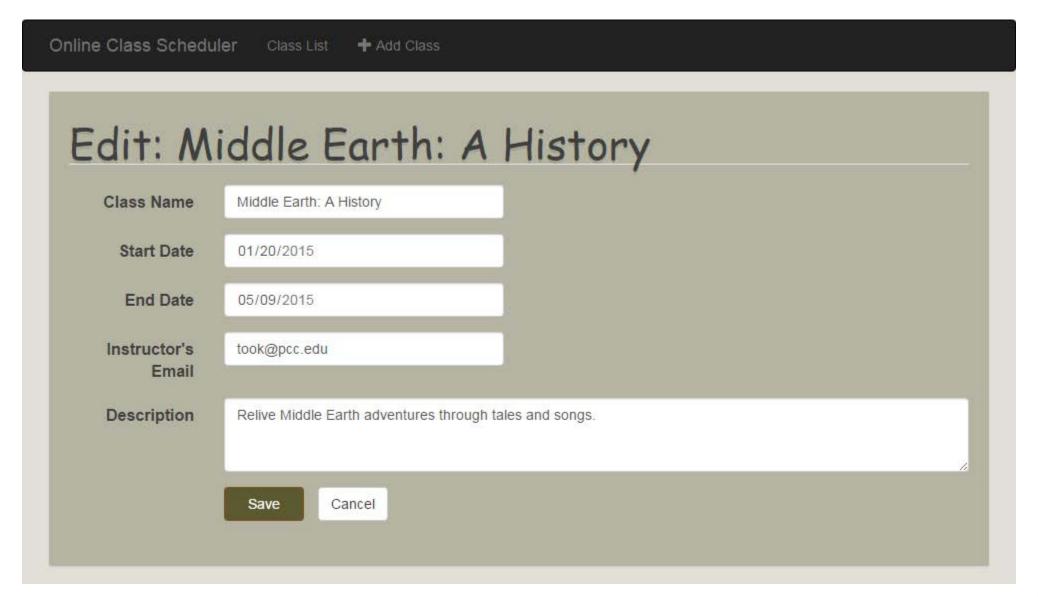


If you need to define input elements dynamically ...

The binding and validation will now work appropriately

Use reflective calls to access form elements

#### **Custom Validation**



#### **Enhanced Custom Validators**

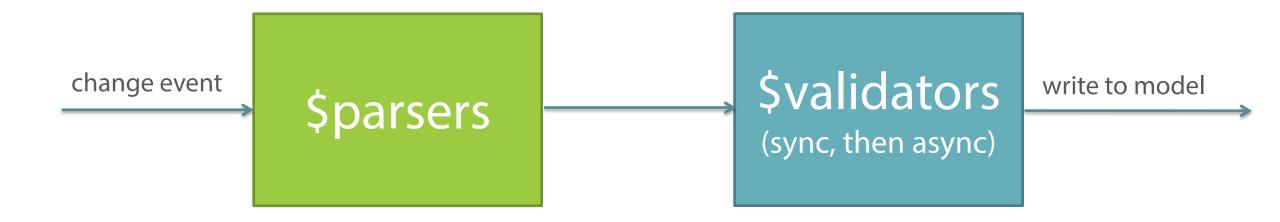
#### Angular 1.2.x

\$parsers and \$formatters were used to build custom validation

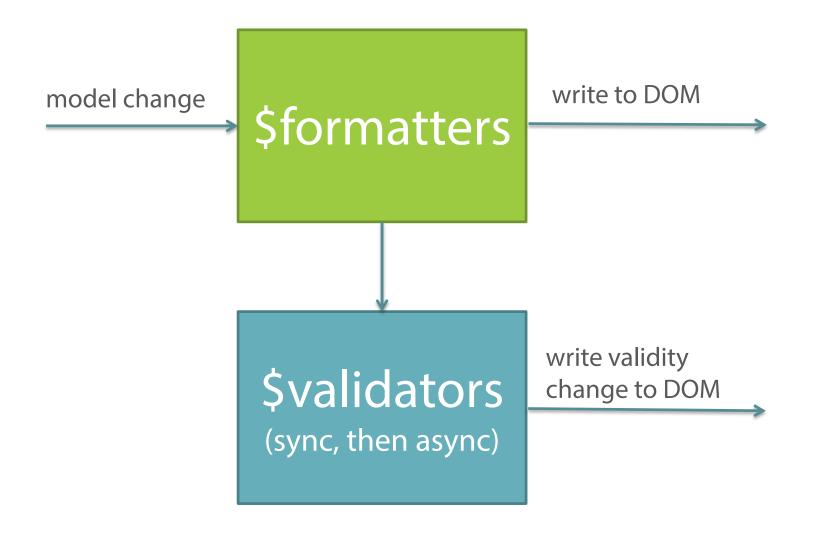
#### Angular 1.3

New \$validators simplifies custom validation

# Pipeline: View to Model



#### Pipeline: Model to View



#### \$validators

Collection of validators

Key => Validator name

Value => Validation function

Parameter => Model Value

Returns => True or False

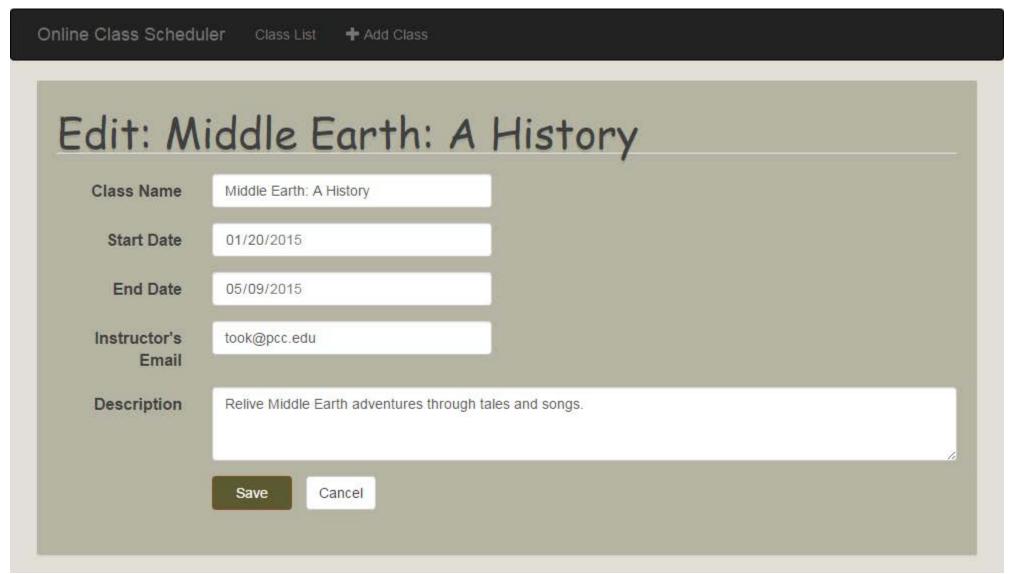
#### **Enhanced Custom Validators**



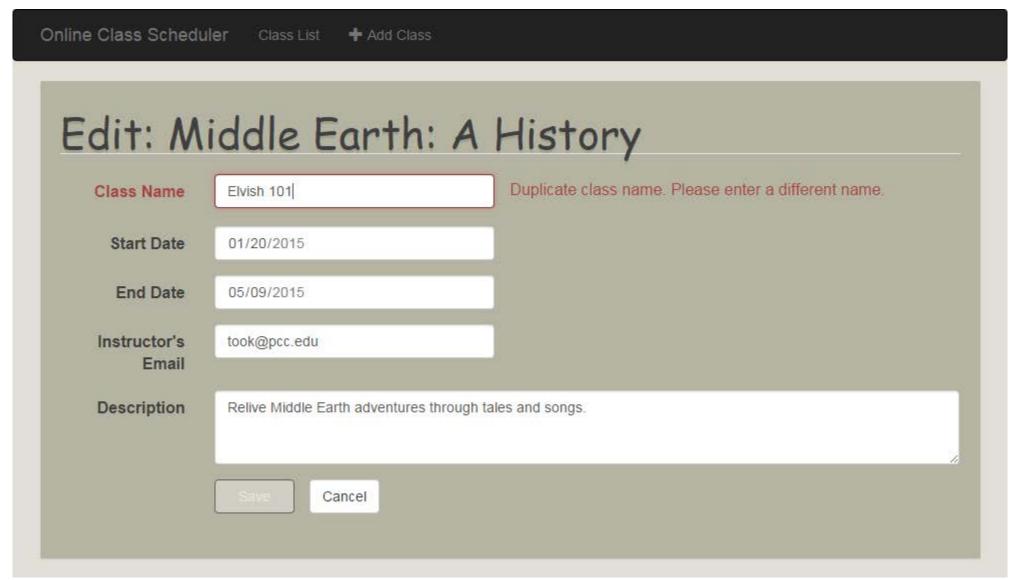
It is now easier to build custom validation functions

Use the new \$validators

# Asynchronous Validation



# Asynchronous Validation



### Asynchronous Validation Is Great For



Duplicate value checking

Validation against server-side business rules

### Asynchronous Validation

Angular 1.2.x

Manual process

Angular 1.3

New \$asyncValidators simplifies asynchronous validation

# \$asyncValidators

Collection of validators

Key => Validator name

Value => Validation function

Parameter => Model Value

Returns => A promise

\$pending

## **Asynchronous Validation**



It is now easier to build custom asynchronous validation functions

Use the new \$asyncValidators

Use the new \$pending status as needed

#### What This Module Covered



HTML 5 validation improvements

Validation message directives

Reusable validation messages

Touch detection

Dynamic element validation

Simplified custom validation

Asynchronous validation