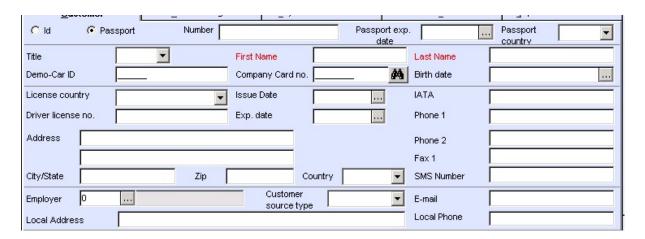
# **Introduction to React Forms**

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# The form component

```
<form action={search}>
    <input name="query" />
    <button type="submit">Search</button>
</form>
```

- action: a URL or function. The form will behave like the HTML form component when a URL is passed to the action.
- When a function is passed to action the function will handle the form submission. The function passed to action may be async and will be called with a single argument containing the <u>form data</u> of the submitted form.
- onsubmit is an event attribute, meaning whatever JS is in it will be called on the submit event.

## The input component

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#### <input name="myInput" />

#### Commonly used input props:

- defaultChecked: A boolean. Specifies the initial value for the checkbox or radio
- defaultValue: A string. Specifies the initial value for a text input.
- value: The current value of the input.
- disabled: A boolean, specifies
- onChange: A callback function triggered when the input value changes.
- placeholder: A short hint that describes the expected value of the input.
- type: Specifies the type of input (e.g., text, password, email, number, etc.).
- name: The name of the input, used when submitting a form.
- readOnly: Makes the input read-only (can't be edited, but can still be focused).
- min and max: Specifies the minimum and maximum values for numeric inputs (type="number", type="date", etc.).
- pattern: Specifies a regular expression that the input's value must match.
- maxLength and minLength specifies the maximum or minimum number of characters allowed in the input.
- onBlur: A callback function triggered when the input loses focus.
- onFocus: A callback function triggered when the input gains focus.
- aria-\*: Accessibility-related attributes for screen readers.

### **Common Input Types**

text

password

email

• number

submit

select

date

time

range

color

• reset

textarea • radio

### **Assignments**

• Create a Form having all of the common input types mentioned above.

checkbox

- Use the following events on the input types:
  - onBlur
  - onFocus
  - onChange