# UI Technologies Project – Wish List

Instructions:

Technology:

1. Use Bootstrap for designing page layouts. This will ensure that the pages will be responsive.
2. All form validations should be done using jQuery.
3. To store and retrieve data use local storage (HTML5).

General:

1. Use colors and images of your choice, but the screens should look presentable.
2. All screens must be completed with the required functionality and validations.
3. Screen to screen navigation must be fool-proof.
4. All the mandatory fields on various screens are indicated by a red colored asterisk (*).
5. All error messages should be displayed in red color below the corresponding fields that are in error.
6. If there are error messages displayed on a screen, the cursor should be positioned at the beginning of the first field that is in error.
7. The field-specific error message should be removed once the user starts correcting the data in that specific field.
8. Header and footer should appear on all screens.

Screen # 1: Welcome Page
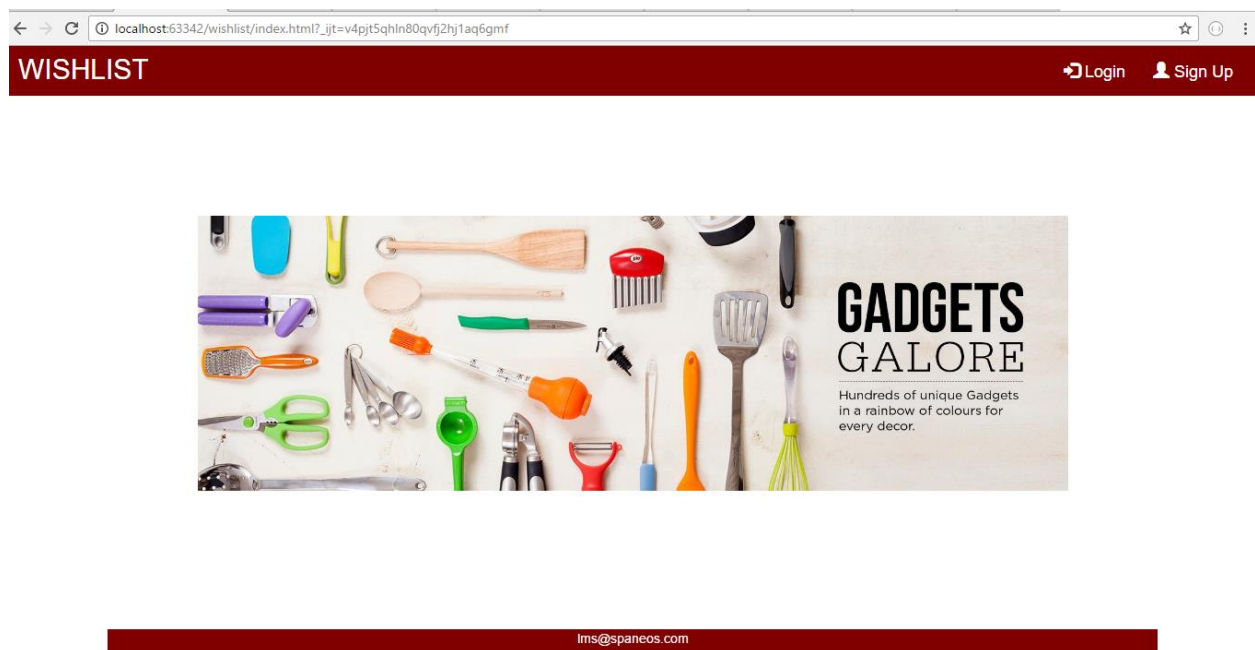
1. This is the initial welcome page that is displayed when the application is launched.
2. Clicking on "Login" Glyphicon should take you to the "Screen # 3: Login Page".
3. Clicking on "Sign Up" Glyphicon should take you to the "Screen # 2: Sign Up Page".

Screen # 2: Sign Up Page

WISHLIST

Sign Up form

Your Name

👤 Enter your Name

Date of Birth

📅 mm/dd/yyyy

Your Email

✉ Enter your Email

Password

🔒 Enter your Password

Confirm Password

🔒 Confirm your Password

Register

lms@spaneos.com

Control comes to this page when the user clicks on the "Sign Up" Glyphicon on the "Screen # 1: Welcome Page".

1. When on this page, the Glyphicon "Sign Up" should be disabled.
2. *Your Name*:
    a. This field can contain only alphabets and space. No special characters are permitted in this field. (Example: *Ashok Kumar*)
    b. *Your Name* should be at least 4 characters long and at most 25.
3. *Date of Birth*:
    a. Data can be entered manually in this field or can be entered via a date picker.
    b. The date entered cannot refer to a future date.
4. *Your Email*:
    a. This field can accept valid email address only. Enable the email address validation logic.
5. *Password*:
    a. Password should be at least 6 characters long and at max 20 characters long.
    b. It must contain a combination of alphabets, numbers and special characters.
6. *Re-enter Password*:
    a. Disable the "Ctrl+v" key combination to prevent any data from being copied into this field.
    b. Data entered in this field must exactly match the data entered in the "Password" field above.
7. *Register* button:
    a. On clicking this button, if the data entered in the fields mentioned above is valid, the user's sign-in credentials should be saved, followed by a success message "You have successfully registered. Please sign-in to access the system." This message should be displayed in a pop-up

box, and the box should have an "OK" button. On clicking the OK button, control should be taken back to the "Screen # 1: Welcome Page" from where the user can log in to the system.

8. If the user wants to abort the registration button, he/she can click on any other available Glyphicon on the screen. The registration screen should disappear and the functionality of the Glyphicon that was clicked should be enabled.

The following screen shows the results of some data validation checks on the fields in the "Sign Up" screen.
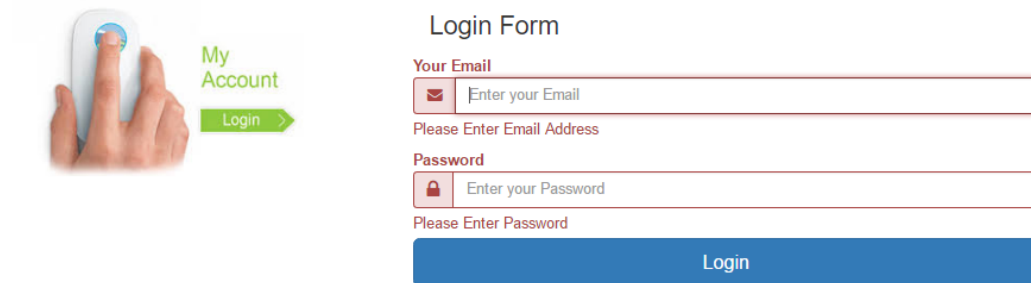
Screen # 3: Login Page

1. Control comes to this page when the user clicks on the "Login" Glyphicon on the "Screen # 1: Welcome Page".
2. When on this page, the Glyphicon "Login" should be disabled.
3. *Your Email*:
   a. This field can accept valid email address only. Enable the email address validation logic.
4. *Password*:
   a. Password should be at least 6 characters long and at max 20 characters long.
   b. It must contain a combination of alphabets, numbers and special characters.
5. *Login* button:
   a. On clicking this button, if the data entered in the fields mentioned above is valid and if it matches the login credentials as created and saved by the user earlier, the user will be taken to the "Screen # 4: Landing Page".
   b. If the entered data does not match the saved login credentials of the user, the following error message should be displayed "Invalid login credentials provided." The cursor should be taken to the beginning of the first field. The *Email* entered by the user should NOT be deleted but the *Password* entered by the user should be deleted.
   c. Once the user corrects the mistake that has been made, and again clicks on the "*Login*" button, if the validations are successful this time, the user will be taken to the "Screen # 4: Landing Page". Note that once the user starts making any corrections to the data in either of these 2 fields, the error message should disappear.

The following screen shows the results of some data validation checks on the fields in the "Login" screen.

WISHLIST

My
Account

Login >

Login Form

Your Email

✉ | Enter your Email

Please Enter Email Address

Password

🔒 | Enter your Password

Please Enter Password

Login

lms@spaneos.com

Screen # 4: Landing Page

1. Control comes to this page when the user successfully logs in to the system via the "Login" screen.
2. When on this page, both the Glyphicons "Login" and "Sign Up" should be replaced with 2 different Glyphicons. The first of these two will be a "greetings" Glyphicon which uses the user's name and greets the user with "Hi"+ Name of the User. The second Glyphicon is "Logout" – clicking on which will log the user out of the system. Clicking on the "greetings" Glyphicon will do nothing.
3. When entering Wishlist data for the first time (the list is empty) display a message "Please add items to your Wishlist." This message should be deleted as soon as the first item is added to the Wishlist.
    a. Since the list is empty, the table at the top of the screen will contain only the column headings – Wishlist Items, Edit, Delete.
    b. The bottom part of the screen will have 2 buttons – Add, Reset using which the Wishlist items can be added. The Add button should be enabled but the Reset button should be disabled.
    c. The user can enter the item name and its description in the 2 fields provided. Both these fields can contain alphanumeric and special characters, but not ONLY special characters. On clicking the Add button, the entered data will be displayed in the table above. Every record that is added will get appended to the table at the bottom. Once the data is added to the table, the 2 fields should be cleared to make way for a new record to be entered. Cursor should be re-positioned at the beginning of the first field.
    d. Clicking the Reset button will remove data from the 2 fields and move the cursor back to the beginning of the first field.
4. Subsequent addition/update/deletion of the Wishlist data (the list is NOT empty):
    a. Since the list is not empty now, the table at the top of the screen will display the Wishlist items' details. Note that the table should be scrollable, if there are more rows to be displayed than the space that is available on the screen for the table.
    b. The user can add more items using the 2 fields as explained in # 3 above.
    c. Clicking the delete icon on any row will result in that row being deleted.

d. Clicking the edit icon on any row will result in the data of that row being populated in the 2 fields provided below. The Add button should be changed to Update button. The user can either make any necessary updates and click on the Update button to save the changes, or, can click on the Reset button to abort any changes that are being made. In the former instance, the corresponding row in the table will be updated with the latest data that was entered, and the 2 fields in the bottom will be refreshed with blanks. In the latter instance, the data in the corresponding row of the table will not be updated, and the 2 fields in the bottom will be refreshed with blanks.