

Scripting Forms with JavaScript

CSE/ISE 102: Intro to Web Design

Stony Brook University

Form Representation

- * In JavaScript, represents forms with the `HTMLFormElement` type
- * In addition to the normal `HTMLElement` properties, we also have:
 - * `action` — URL to send form request to
 - * `elements` — collection of all controls in the form
 - * `length` — # of controls in the form
 - * `method` — type of HTTP request to send (get or post)
 - * `submit()` — submits the form

Retrieving Form Elements

- * Use `getElementById()` like we do with other page elements
- * We can also use `document.forms`, which is a collection of all the forms on the page
 - * Use a numerical index or the form *name* (not the ID)
 - * e.g., `document.forms[0]`
 - * e.g., `document.forms["myForm"]`

Form Submission

- * The submit event fires right before the request is sent to the server
 - * we can intercept this event to validate the form and decide whether to allow the form submission
 - * cancel the form submission by calling `preventDefault()` on the event (which is passed in as the sole argument of the function)
- * `btn.onsubmit = function(event) { event.preventDefault(); ... };`

Form Fields

- * Access these as normal using DOM methods
- * Each form also has a collection named `elements` that contains these controls
 - * form elements appear in order
- * If multiple form controls use the same name (e.g., radio buttons), then the corresponding element is a collection of those elements

```
<ul>
  <li>
    <input type="radio" name="color" value="red">
      Red
    </li>
  <li>
    <input type="radio" name="color" value="green">
      Green
    </li>
  <li>
    <input type="radio" name="color" value="blue">
      Blue
    </li>
</ul>

var colorFields = form.elements["color"];
var firstColor = colorFields[0];
```

Common Form Field Properties

- * `disabled` — Boolean value
- * `name` — name of the field
- * `readOnly` — a Boolean value
- * `type` — type of the field ("checkbox", "radio", etc.)
- * `value` — the value that will be submitted to the server
- * The fields above can be changed dynamically

Preventing Multiple Submissions

- * Use the `disabled` property to prevent the user from submitting the same form multiple times
 - * e.g., in case the server is taking too long to respond
- * Get the button from the form element, disable it, then call `submit()` on the form

Two More Common Methods

- * `focus()` — sets browser's focus to the form field
 - * this is often done when a page is loaded
 - * `onload="document.forms[0].elements[0].focus();"`
- * `blur()` — removes focus from an element
 - * used to be used to skip read-only fields
 - * not really used anymore

Common Form Field Events

- * `blur` — fires when field loses focus
- * `change` — fires when field loses focus and value has changed
 - * used for input, textarea, and select elements
- * `focus` — fires when field gets focus

Scripting Text Boxes

- * `select()` — selects all of the text in a text box
 - * most browsers automatically focus on that text box
 - * `onfocus = function(event){ event.target.select(); }`
- * `select` event fires when text box is selected
 - * use `value` field to get actual text
 - * HTML5 adds `selectionStart` and `SelectionEnd` properties

Input Filtering

- * We want text boxes to be able to require the presence of (or the absence of) specific characters
- * Use the `keypress` event to examine character codes and decide whether or not to allow them

Blocking All Input

- * `onkeypress = function(event) { event.preventDefault(); };`

Blocking Non-Digits

- *

```
var charCode = event.getCharCode()
if (!/\d/.test(String.fromCharCode(charCode)) && charCode > 9)
{
    event.preventDefault();
}
```

Regular Expression Summary

- * Surrounded by `/` and `/`
- * `.` = any character
- * `* + ?` mean 0+, 1+, or 0 or 1
- * character matches that literal character
- * `[]` surrounds options (e.g., `[bc]` means "b or c")
- * Use backslash to escape metacharacters: `([{ \ ^ $ |)] } ? * + .`

Text Boxes: Tabbing Forward

Scripting Select Boxes

- * Adding elements
 - * use DOM methods to create new "option" elements
 - * use select box's add() method:
 - * `var newOption = new Option("Option text", "Option value");`
`selectbox.add(newOption, undefined);` // add at end of list

Removing Select Box Options

- * Use the remove() function to remove a specified index
- * `for (var i = 0, len = box.options.length; i < len; i = i)`
 - `{`
 - `box.remove(0);`
 - `}`