

Project 115



Coding School



thunkable

Register

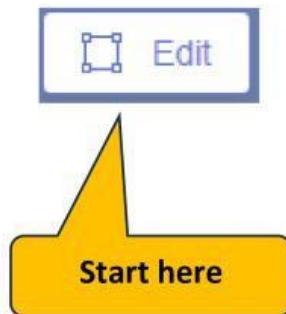
Name

Username

Password

Confirm Password

Register



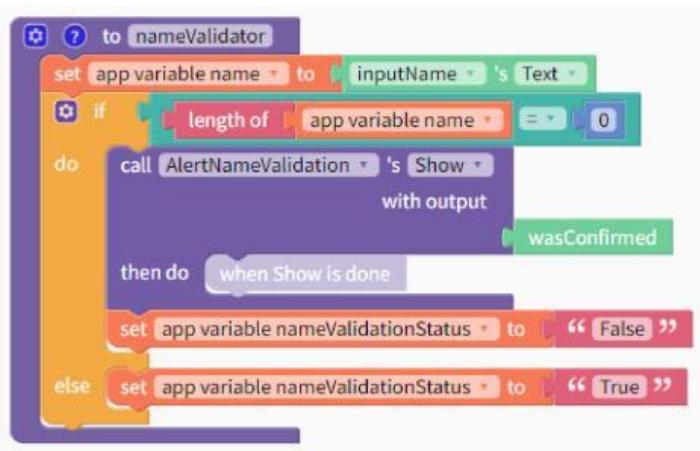
- ❖ Let's prepare code.
- ❖ Let's set the code for HomeScreen as follows.
- ❖ Set seven variables in such a way that the text can be given as follows.

```

initialize app variable nameValidationStatus to "False"
initialize app variable usernameValidationStatus to "False"
initialize app variable passwordValidationStatus to "False"
initialize app variable name to ""
initialize app variable username to ""
initialize app variable password to ""
initialize app variable confirmPassword to ""

```

- Create a function as nameValidator as follows.
 - The value recorded in the text input mentioned as inputName should be assigned in the name variable.
 - In that function, if the length of the name variable is equal to 0, the alert named as AlertNameValidation should be received.
 - Then the value of nameValidationStatus variable should be assigned as false.
 - Otherwise, the value of the nameValidationStatus variable should be assigned as True



❖ Create a function as passwordValidator as below.

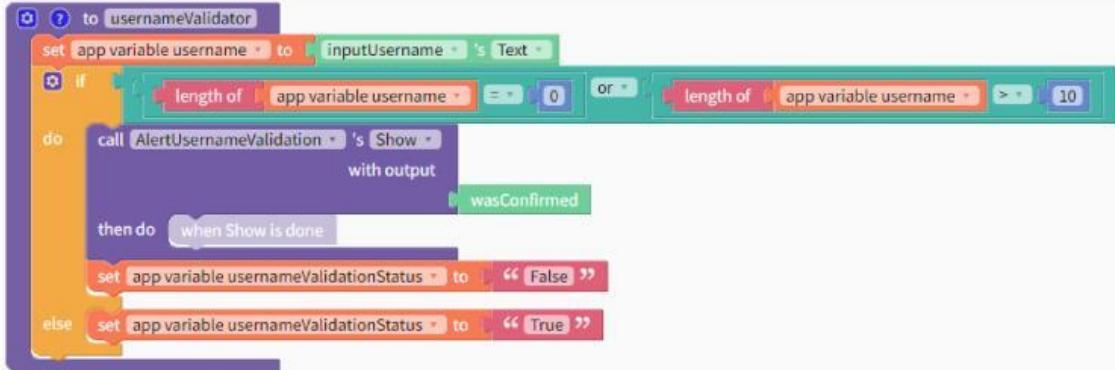
- The value recorded in the text input as inputpassword should be assigned in the password variable.
- The value recorded in the text input as inputConfirmPassword should be assigned in the confirmPassword variable.
- In the function, if the length of the password variable is equal to 0, or if the length of the password variable is greater than 8, or if the value assigned to the password variable is not equal to the value assigned to the confirmPassword variable, the alert must be received as AlertPasswordValidation.
- Then the value of the passwordValidationStatus variable should be assigned as false.
- Otherwise, the value of the passwordValidationStatus variable should be assigned as True



❖ Create a function as usernameValidator as below.

- The value recorded in the text input mentioned as inputusername should be assigned in the name variable.
- In that function, if the length of the username variable is equal to 0 or if the length of the username variable is greater than 10, the alert mentioned as AlertUsernameValidation should be received.
- Then the value of the UsernameValidationStatus variable should be assigned as false.

- If not, the value of the UsernameValidationStatus variable should be assigned as True.



- When you click on the button named as buttonRegister, the above functions should be performed. If the value of the nameValidationStatus variable is assigned as True and the value of the UsernameValidationStatus variable is assigned as True and the value of the passwordValidationStatus variable is assigned as True, set the following code to move to Screen1.

