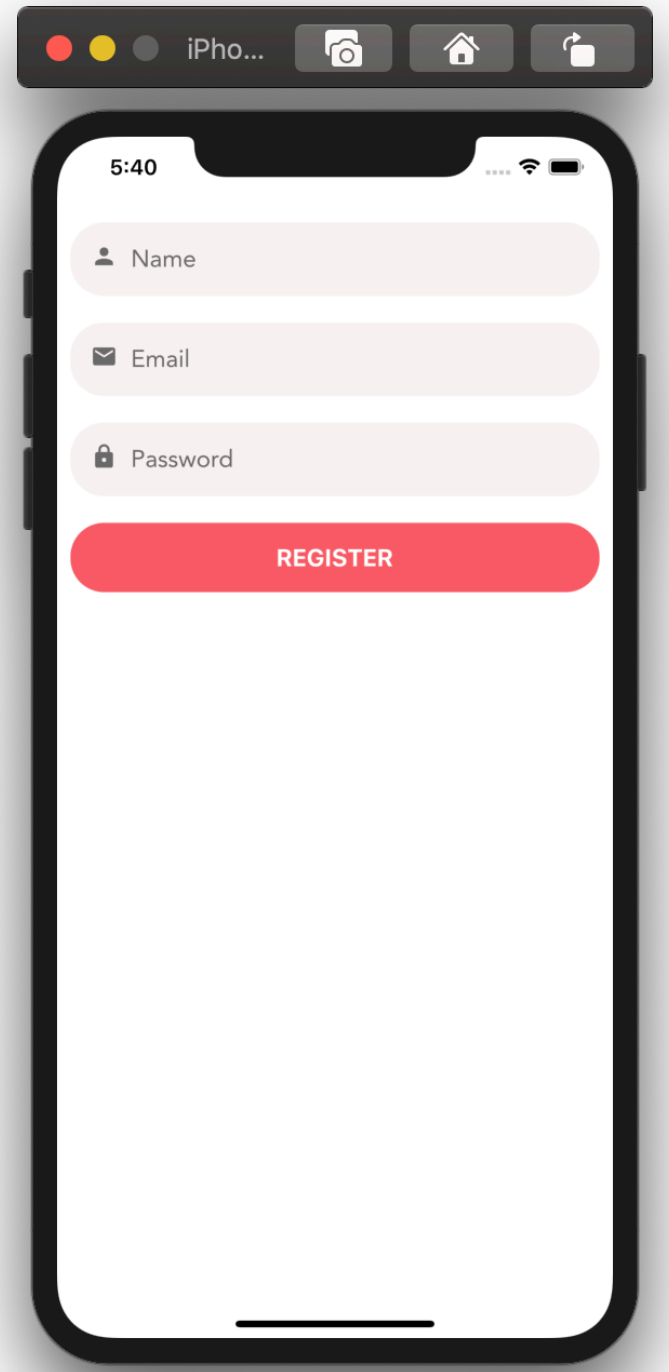
Forms Exercises

Exercise time: 40 minutes

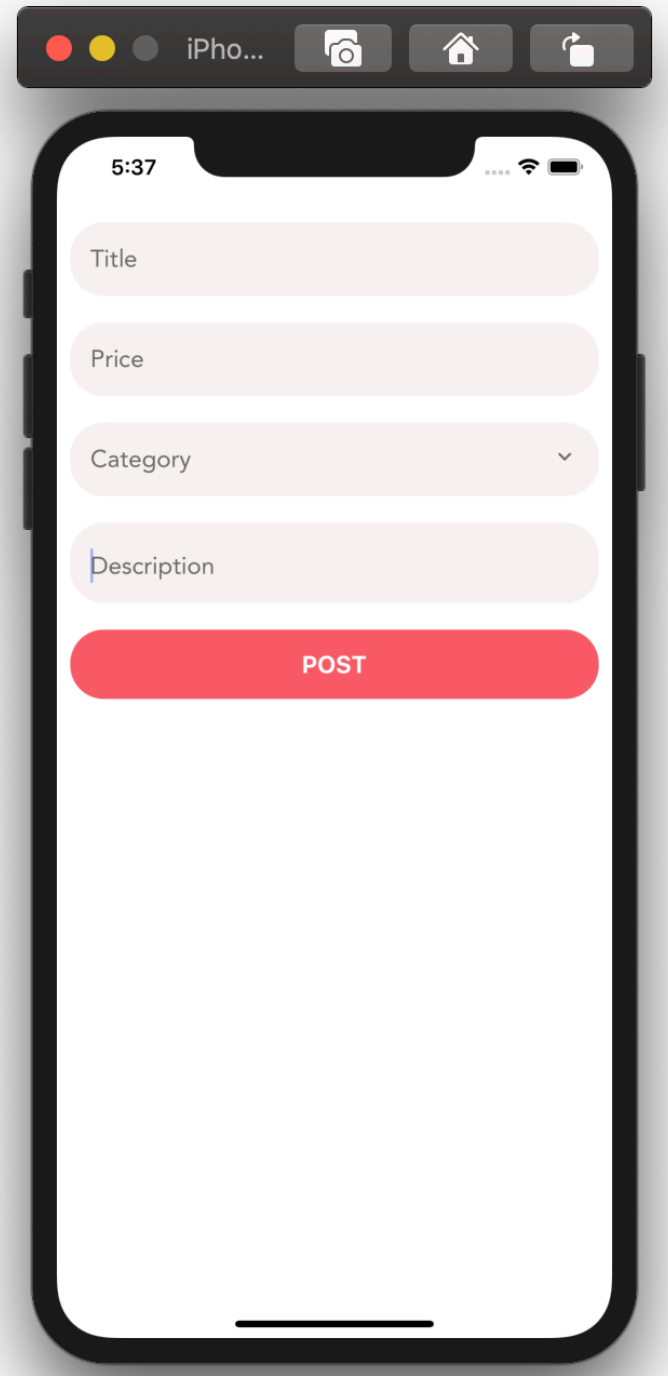
Register Screen

Build a screen for registering a new user. This screen is very similar to the login screen, so I decided not to include the solution in the videos. It's very repetitive and wastes your time.

You can find the completed code in the ZIP file that I gave you at the beginning of the course. Go back to the lesson called **Source Code** in the first section. Every section includes a Begin and End folder, in case you didn't notice.



Listing Edit Screen



Here's the screen for posting a new listing.

To implement this, you need to wrap the **AppPicker** and its **ErrorMessage** inside a reusable component called **AppFormPicker**. This is the same technique we used earlier in this section.

In **AppFormPicker**, you need to handle the **onSelectItem** event of the picker component and programmatically set the value of the field. To do that, you should use the **setFieldValue** function of Formik. Get that from the Formik context.

To display the selected item in the picker, you need to get the **values** object from Formik context. This object is similar to the **errors** and **touched** objects. It has a key/value pair for every field in the form.

Validation rules:

- **Title**: A required string, minimum one character long

- **Price**: A number between 1 and 10,000

- **Category**: A required but nullable object

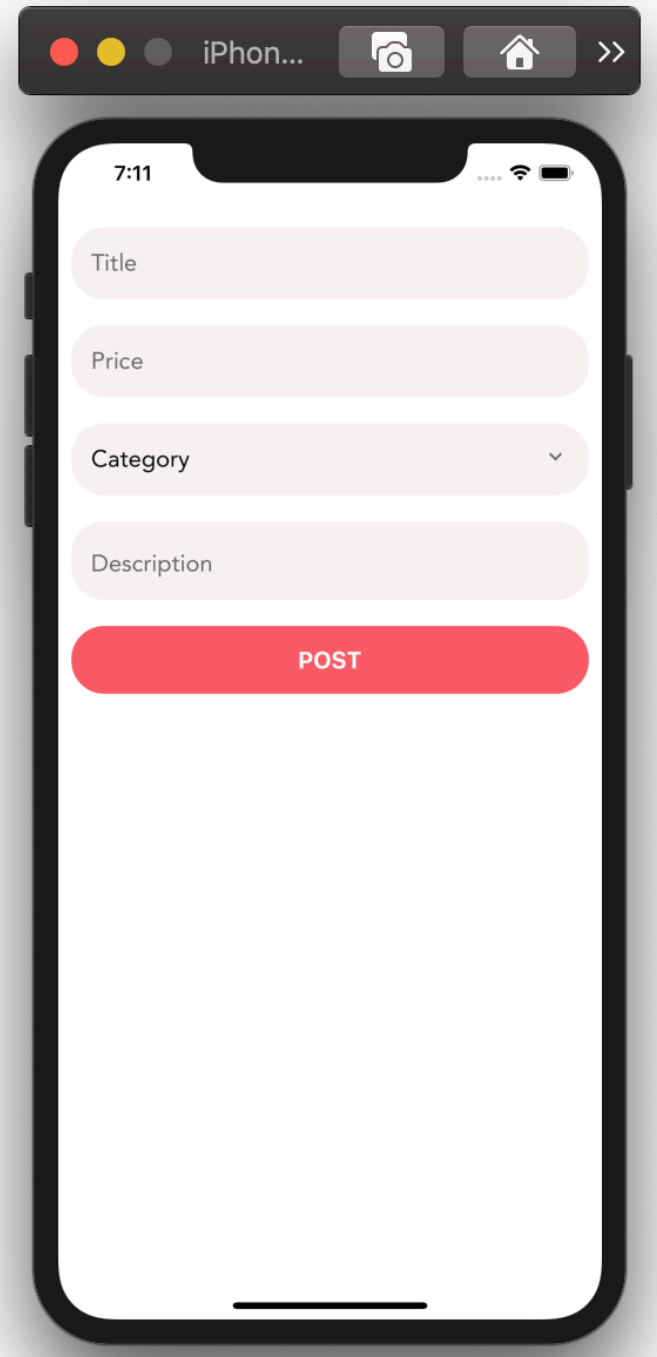
- **Description**: An optional string

Placeholder Color

Look at the color of the placeholder of the picker component. It's darker than the placeholder of text inputs.

All placeholders should be medium grey.

Make the necessary changes in the code to achieve this.



Organize Components

Move the following components to **/components/lists.** Render each of the screens we've built so far to make sure they work correctly.

- ListItem

- ListItemDeleteAction

- ListItemSeparator