

The process of user sign-up, or **registration**, is a key element of a Web application. Being able to add new content, data, and users means you can build greater and greater functionality into your Web application. In this chapter, we'll explore the design and implementation of a registration system. We'll start with the design of the registration system, and then move on to the implementation of the registration system. We'll also look at the design and implementation of a registration system that uses a database to store user information.

Registration

1. **Design the registration system** to allow the user to create a new account.
2. **Implement the registration system**.
3. **Test the registration system** to ensure that it works as intended. You can use a test suite to verify that the registration system works as intended. You can also use a test suite to verify that the registration system works as intended.

The image shows a 'Sign Up' form with the following fields:

- Name**: A text input field.
- Email**: A text input field with a small envelope icon on the right.
- Password**: A text input field with a small eye icon on the right.
- Confirm Password**: A text input field with a small eye icon on the right.
- Sign Up**: A button at the bottom right of the form.

4. **Monitor the registration system** to ensure that it is working as intended.

The image shows a registration confirmation dialog box with the following content:

- Message:** Account created from existing user details and password.
- Buttons:** **Always allow sign-up** (this will let you create your account and password), **Prevent automatic sign-up** (this will prevent you from creating your account).
- Strength:** Default (with a strength indicator).
- Cancel:** with a close button (X).