

```

local function emptyFields( event )
    if ( username.text == "" or password.text == "" or password2 == "" or email.text == "" ) then

        local alert = native.showAlert( "Please fill in all fields .", emptyFields )
    else
        return true
    end
end

```

```

local function urlencode(str)
    if (str) then
        str = string.gsub (str, "\n", "\r\n")
        str = string.gsub (str, "[^%w ]",
            function (c) return string.format ("%02X", string.byte(c)) end)
        str = string.gsub (str, " ", "+")
    end
    return str
end

```

```

local function networkListener( event )

    if ( event.isError ) then
        print( "Network error. " )
    else
        if event.response == "success" then
            print("Success! We are now registered!")

            -- put the code here to go to where the user needs to be
            -- after a successful registration
            composer.gotoScene("login")

        else
            -- put code here to notify the user of the problem, perhaps
            -- a native.alert() dialog that shows them the value of event.response
            -- and take them back to the registration screen to let them try again

        end
    end
end

```

```

local function userRegister( event )
    if ( "ended" == event.phase ) then
        if emptyFields() == true then

```

```
    else
        local URL = "http://hash.comxa.com/register.php?Register=1&username=" .. username.text
        .. "&password=" .. password.text .. "&password2=" .. password2.text .. "&email=" .. urlencode(
        email.text )
        network.request(URL, "GET", networkListener)
    end
end
end
```