<button type="button" onclick="loadPost()" id="load\_post">Upload Post</button>

<script>

function loadPost() {  
 if (socket.readyState === WebSocket.OPEN) {  
 socket.send(JSON.stringify({ action: "load\_requirements" }));  
 } else {  
 alert("WebSocket not ready");  
 }  
}

</script>  
  
consumers.py  
  
async def receive(self, text\_data):  
 text\_data\_json = json.loads(text\_data)  
 message = text\_data\_json.get('message', '')  
 user = self.scope['user']  
  
 #Load the requirement upon admin button click  
 if text\_data\_json.get("action") == "load\_requirements":  
 def get\_all\_requirements():  
 return list(Requirements.objects.all().values(  
 'id', 'loading\_point', 'unloading\_point', 'loading\_point\_full\_address', 'unloading\_point\_full\_address',  
 'truck\_type', 'qty', 'product', 'no\_of\_trucks', 'notes', 'drum\_type\_no\_of\_drums', 'weight\_per\_drum',  
 'types'  
 ))  
  
 reqs = await sync\_to\_async(get\_all\_requirements)()  
  
 await self.channel\_layer.group\_send(  
 self.room\_group\_name,  
 {  
 'type': 'load\_requirements',  
 'requirements': reqs,  
 'len\_reqs': len(reqs)  
 }  
 )  
  
  
  
async def load\_requirements(self, event):  
 await self.send(text\_data=json.dumps({  
 'type': 'requirements',  
 'data': event['requirements'],  
 'len\_reqs': event['len\_reqs']  
 }))  
  
  
  
How to