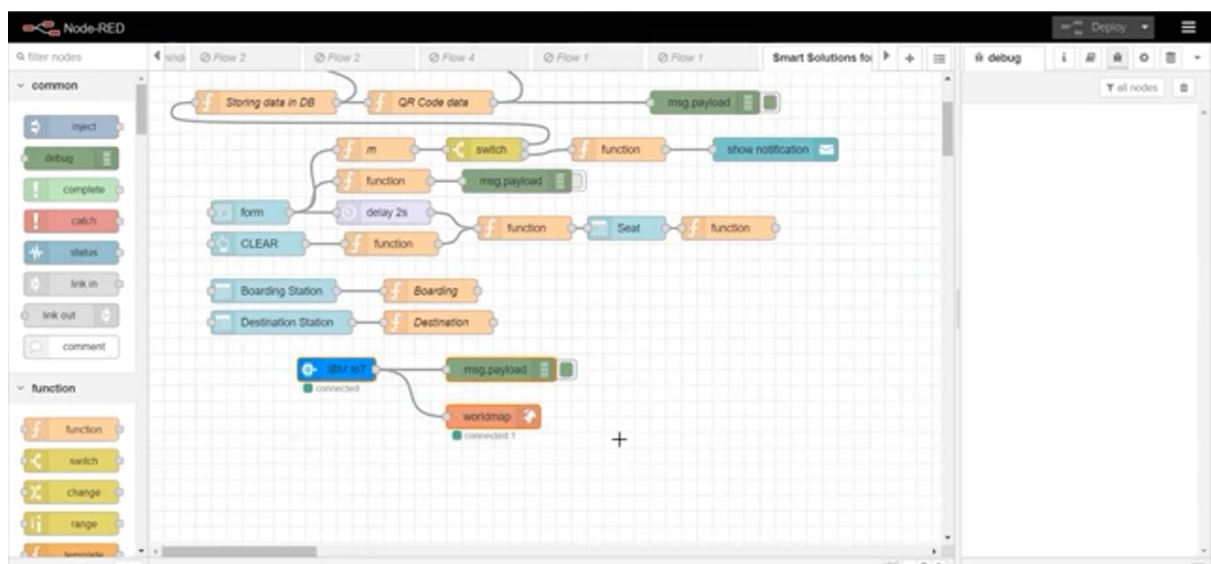
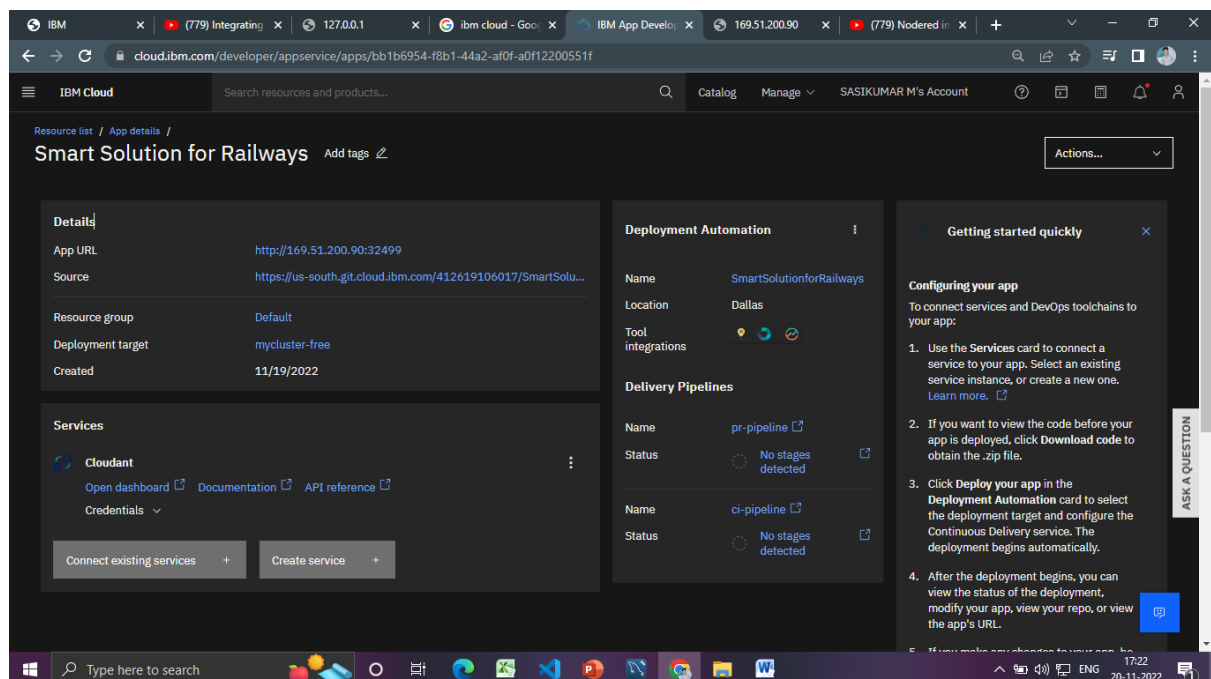


Develop A Web Application Using Node-RED Service.

Develop The Web Application Using Node-RED

Date	November 2022
Team ID	PNT2022TMID38325
Project Name	Smart solutions for railways

Step 1: Adding nodes in Node-Red



Node-RED interface showing a flow with a "Storing data in DB" function node. The "Edit function node" dialog is open, displaying the function code:

```
1 var m = global.get('m')
2 var d = new Date();
3 var utc = d.getTime() + (d.getTimezoneOffset() * 60000);
4 var offset = 5.5;
5 newDate = new Date(utc + (3600000*offset));
6 var n=newDate.toISOString()
7 var date = n.slice(0,10)
8 var time = n.slice(11,19)
9 var d1 = date+' '+time
10 msg.payload = {
11   "id": d1,
12   "Name": m.name,
13   "Age": m.age,
14   "Mobile": m.no,
15   "Boarding": global.get('b'),
16   "Destination": global.get('d'),
17   "Seat": global.get('s')
18 }
19 return msg;
```

The "Help" panel on the right provides information about the "function" node:

function

A JavaScript function to run against the messages being received by the node.

The messages are passed in as a JavaScript object called `msg`.

By convention it will have a `msg.payload` property containing the body of the message.

The function is expected to return a message object (or multiple message objects), but can choose to return nothing in order to halt a flow.

The **Setup** tab contains code that will be run whenever the node is started. The **Close** tab contains code that will be run when the node is stopped.

If an promise object is returned from the setup code, input message processing starts after its

Node-RED interface showing a flow with a "Storing data in DB" function node. The "Edit function node" dialog is open, displaying the function code:

```
1 msg.payload = "Ticket is generated"
2 return msg;
```

The "Help" panel on the right provides information about the "function" node:

function

A JavaScript function to run against the messages being received by the node.

The messages are passed in as a JavaScript object called `msg`.

By convention it will have a `msg.payload` property containing the body of the message.

The function is expected to return a message object (or multiple message objects), but can choose to return nothing in order to halt a flow.

The **Setup** tab contains code that will be run whenever the node is started. The **Close** tab contains code that will be run when the node is stopped.

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