**AIM: Module Name: Defining a route, Handling Routes, Route Parameters, Query Parameters Implement routing for the AdventureTrails application by embedding the necessary code in the routes/route.js file.**

**Description:**

**Routing** is made from the word route. It is used to determine the specific behavior of an application. It specifies how an application responds to a client request to a particular route, URI or path and a specific HTTP request method (GET, POST, etc.). It can handle different types of HTTP requests

var express=require('express');

var obj=express();

obj.get('/packages', function (req, res) {

try {

res.status(200).json({

message: 'You can now get the requested notes for your request ',

});

} catch (err) {

res.status(404).json({

status: 'fail',

message: err,

});

}

})

obj.get('/bodypackage', function (req, res) {

try {

res.status(201).json({

message: 'New booking added for the POST request ',

});

} catch (err) {

res.status(404).json({

status: 'fail',

message: err,

});

}

})

obj.get('/all', function (req, res) {

try{

res.status(200).json({

});

}

catch(err) {

res.status(404).json({

status: 'fail',

message: 'invalid path',

});

}

})

var server=obj.listen(8000,function()

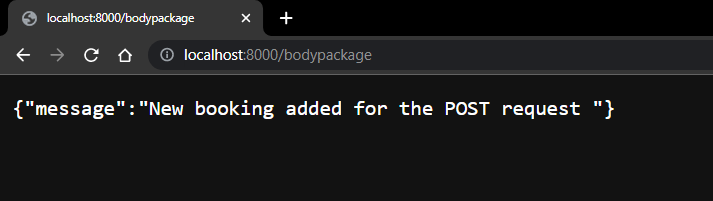
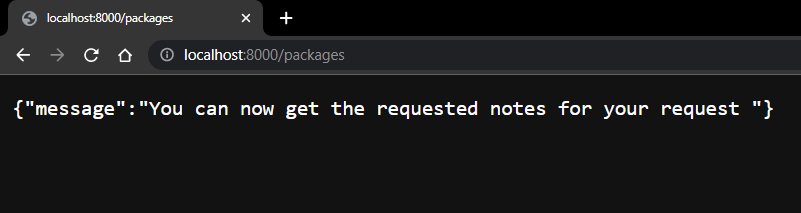
{

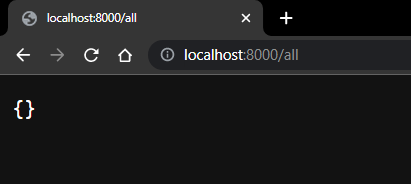
var host=server.address().address

var port=server.address().port

console.log('app listening at http://%s:%s',host,port);

})





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