ITIS 5166 Network-Based Application Development

Flash Messages

Flash Messages

o Flash is a special area of the session used for storing messages.

o The flash messages are typically used in combination with redirects, for example,

  ◦ if a user enters wrong password, add an error message to the flash, then redirects user

  ◦ the message will be displayed on the login page after the user is being redirected

o After a message is displayed, it is removed from the flash

connect-flash module

o [connect-flash](#) is a 3rd party package that stores and retrieves messages to and from the session flash

o Create a flash middleware and mount the middleware on the application

```
app.use(flash());
```

o The middleware function adds the flash() method to the req object

o Since flash messages are stored in the session, session must be set up before using this middleware

Write Flash Messages

o To write a message in flash, call

```
req.flash(type, msg);
```

o type: the type of the message, e.g., 'success', 'error',

o msg: the content of the message, e.g., 'wrong email'

o Messages of the same type will be stored in an array

Retrieve Flash Messages

o To retrieve a particular type of message from flash,

```
req.flash(type);
```

o Returns an array of messages of a particular type

o After a message is retrieved, it is removed from the flash

Demo: Flash Messages