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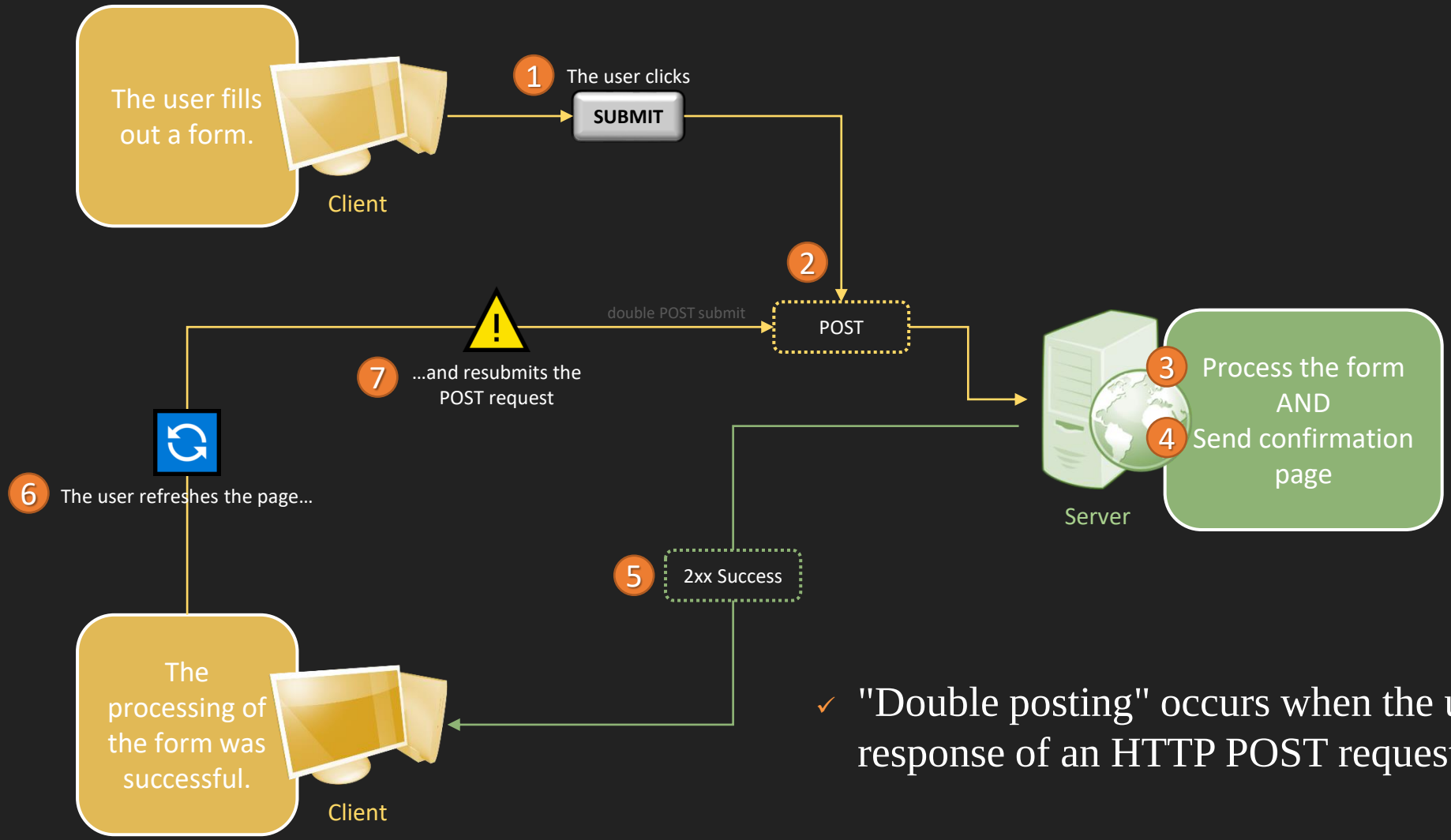
# PRG and Flash Messages

- PRG - a web development design pattern.
- Flash messages - let the user know what happened.





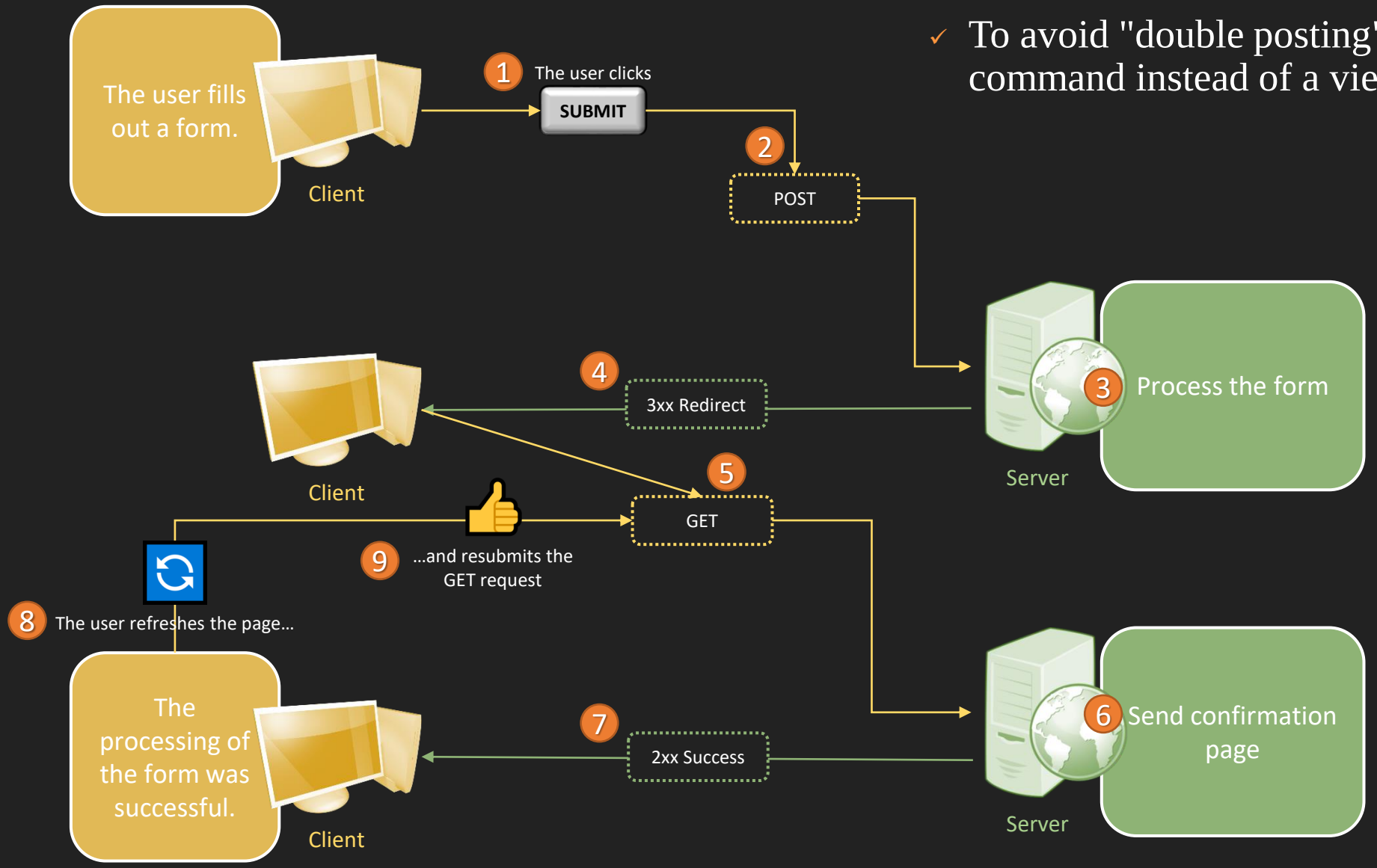
# How to Prevent Duplicate Form Submissions?




- "Double posting" occurs when the user refreshes the server response of an HTTP POST request.

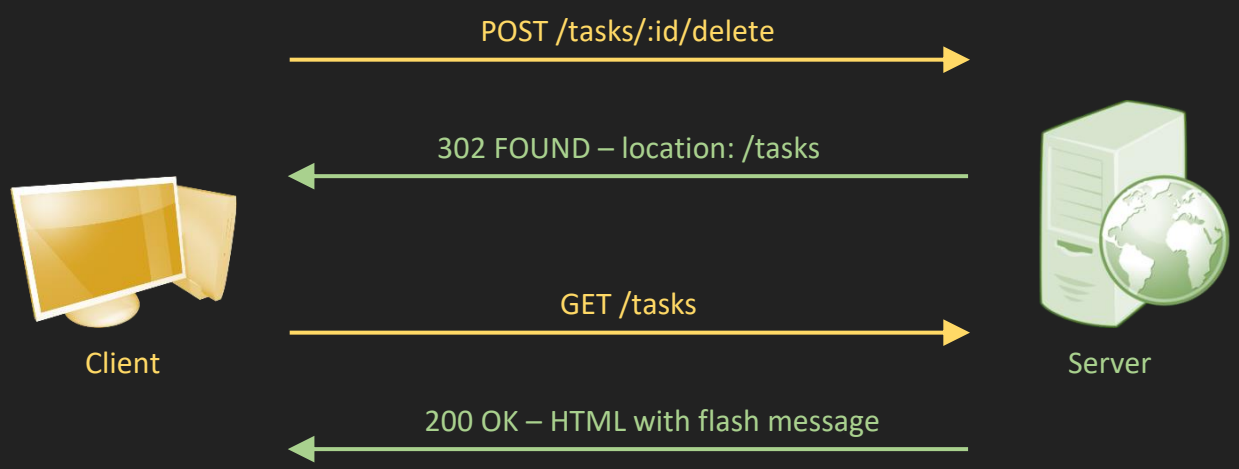
# Post/Redirect/Get (PRG)

- To avoid "double posting" return a redirect command instead of a view directly.



# What Is a Flash Messages?

- ✓ To avoid "double posting“, it is common to use the Post/Redirect/Get pattern (PRG).
  - How do we keep the user informed after the round trip?
- ✓ When redirecting someone in your web application, it is a good idea to use a flash message to let them know that what they just did worked or not.
  - The flash message should only survive a round trip.
  - Use a session variable to save the message and delete the message at the next request.



# Implementing PRG and Flash Messages

```
// controllers/TaskController.js
async deletePost (req, res) {
  try {
    await  req.doc.deleteOne()

    req.session.flash = {
      type: 'success', text: 'The task was deleted successfully.'
    }
    res.redirect('..')
  } catch (error) {
    req.session.flash = { type: 'danger', text: error.message }
    res.redirect('./delete')
  }
}

// server.js
// Middleware to be executed before the routes.
app.use((req, res, next) => {
  if (req.session.flash) {
    res.locals.flash = req.session.flash
    delete req.session.flash
  }

  next()
})

{{!-- views/partials/flash.ejs --}}
<% if (locals.flash) { %>
<div class="alert alert-<%= flash.type %>">
  <%= flash.text %>
</div>
<% } %>
```

1
2
3
4

```
…
<body>
  <%- include('../partials/header') %>
  <main role="main" class="container">
    <%- include('../partials/flash') %>
    <%- body %>
  </main>
  <%- include('../partials/footer') %>
…
```

1. In the function handling the POST request, create a flash message before the redirect.
2. Before the routing, be sure to transfer the data of session variable flash to the response object.
3. Delete the flash session variable.
4. View the flash message.

Done! ~~Easy peasy!~~

