

## Topic: Car Listing: Django Messages Part 12B

Speaker: Udemy Instructor Rathan Kumar | Notebook: Django Project: Car Listing



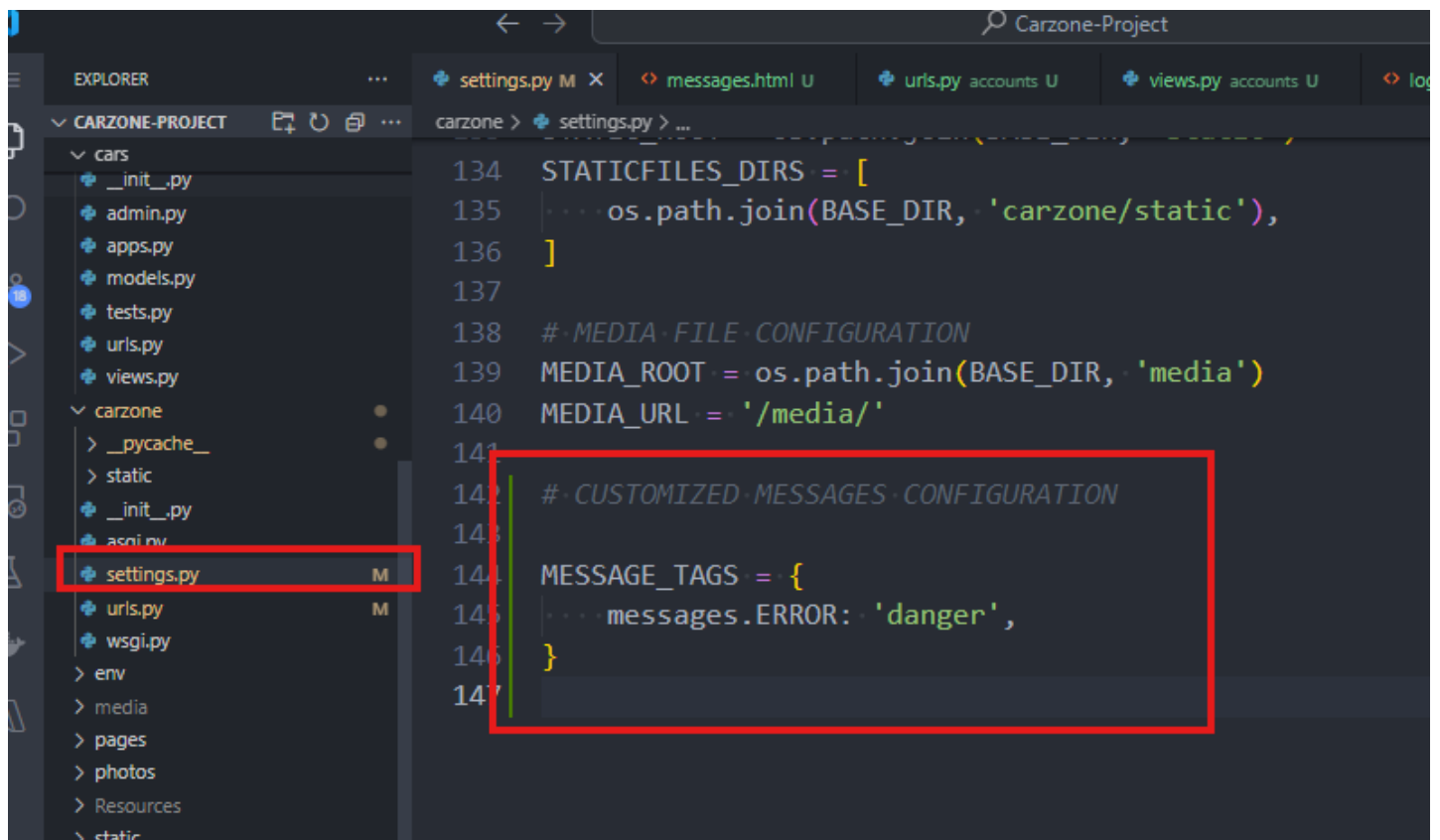
1. See the [DJANGO MESSAGES FRAMEWORK documentation here.](#)
2. We copy this block into SETTINGS.PY and modify this.

FROM:

```
from django.contrib.messages import constants as messages

MESSAGE_TAGS = {
    messages.INFO: "",
    50: "critical",
}
```

TO:



3. Create a new file MESSAGES.HTML in the TEMPLATES\INCLUDES folder. This can be used in ANY Django with Bootstrap projects.

```

<!-- this is for flash messages we show on our web pages
classes here are from the bootstrap.
-->
{% if messages %}
{% for message in messages %}
<div id="message" class="container">
  <div class="alert alert-{{ message.tags }}" alert-dismissible role="alert">
    <button type="button" class="close" data-dismiss="alert"><span aria-hidden="true">&times;</span></button>
    <strong>
      {% if message.level == DEFAULT_MESSAGE_LEVELS.ERROR %}
      Error:
      {% else %}
      {{message.tags|title}}
      {% endif %}
    </strong>
    {{message}}
  </div>
</div>
{% endfor %}
{% endif %}

```

The screenshot shows the Visual Studio Code interface with the following details:

- Explorer:** The project structure is visible, including folders like 'accounts', 'templates', and 'static'. The file 'messages.html' is highlighted in the Explorer.
- Code Editor:** The code for 'messages.html' is displayed, showing the Django template logic for rendering flash messages. The code is highlighted with a red box.

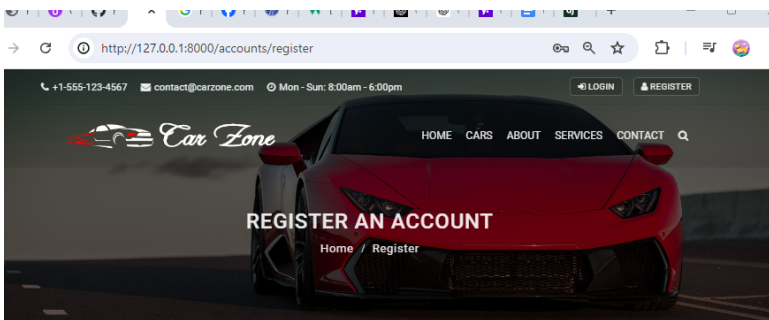
4. To use the message framework, go to ACCOUNTS\VIEWS.PY and update as

```

1 from django.shortcuts import render, redirect
2 from django.contrib import messages
3
4 # Create your views here.
5
6
7 def login(request):
8     ... return render(request, 'accounts/login.html')
9
10
11 def register(request):
12     ... if request.method == 'POST':
13         ... # for testing
14         ... # print('this is the post method')
15         ... # this calls the error message functionality with INCLUDES\MESSAGES.HTML
16         ... messages.error(request, 'This is error message')
17         ... return redirect('register')
18     ... else:
19         ... return render(request, 'accounts/register.html')
20
21
22
23
24 def dashboard(request):
25     ... return render(request, 'accounts/dashboard.html')
26
27
28 def logout(request):
29     ... return redirect('home')

```

5. Now to display this message on our webpage like REGISTER.HTML, update the REGISTER.HTML. You have to write the line for the error message in the location you want to see it.



Car Zone  
Create an account

ERROR: THIS IS ERROR MESSAGE

First Name

Last Name

carzone\_admin

Email Address

.....

Confirm Password

```

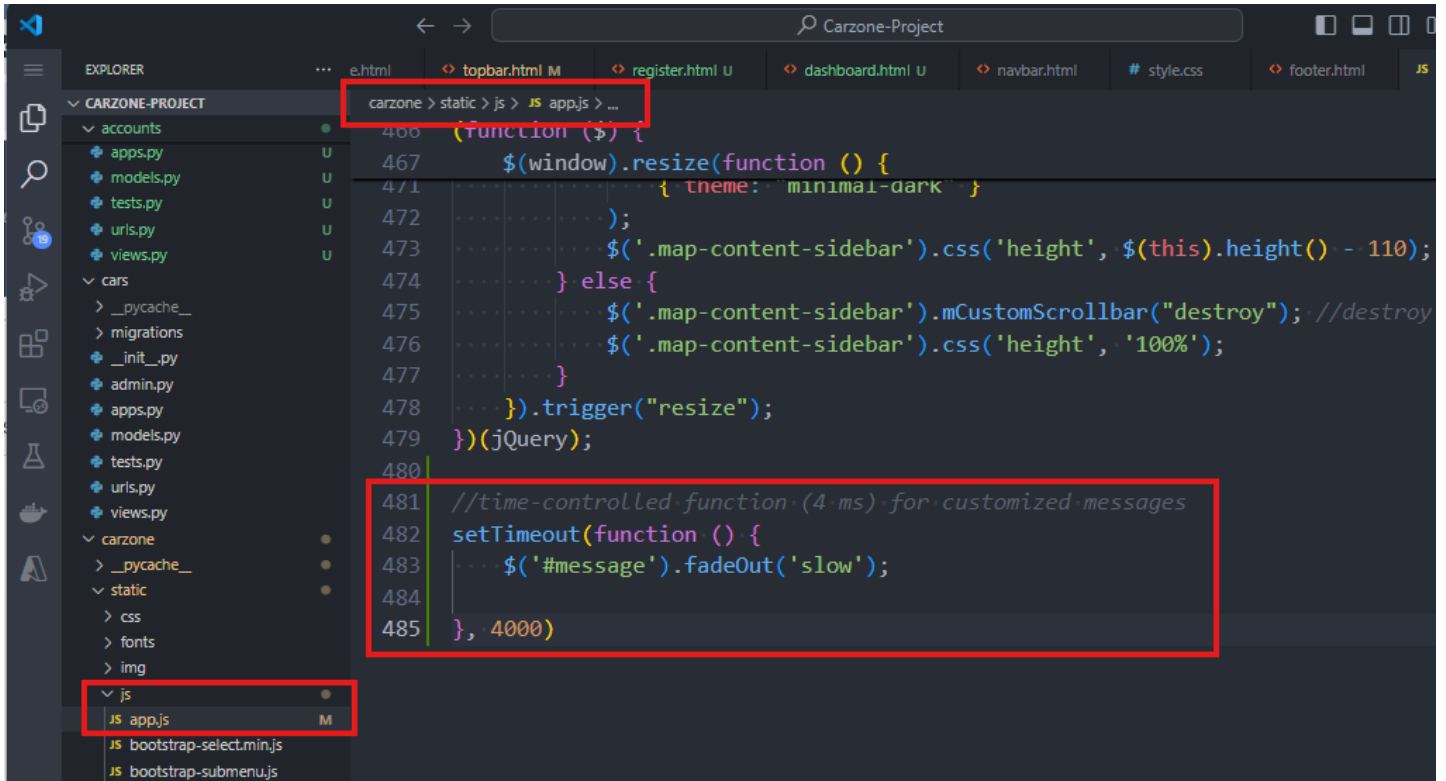
19 end -->
20
21 <!-- This displays our customized error message -->
22 <!-- This displays our customized error message -->
23 <!-- This displays our customized error message -->
24 <!-- This displays our customized error message -->
25 <!-- This displays our customized error message -->
26 <!-- This displays our customized error message -->
27 <!-- This displays our customized error message -->
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50 <!-- This displays our customized error message -->
51 <!-- This displays our customized error message -->
52 <!-- This displays our customized error message -->

```

6. If you want your ERROR MESSAGE TO DISAPPER IN A GIVEN TIME instead of closing it, update your CARZONE\STATIC\JS\APPS.JS file as:

```
//time-controlled function (4 ms) for customized messages
```

```
setTimeout(function () {  
    $('#message').fadeOut('slow');  
}, 4000)
```



7. Run a COLLECTSTATIC for all updates made from the CARZONE\STATIC FILES AND FOLDERS.

```
$ python manage.py collectstatic
```

8. Run the server again. If the message does not disappear in 4 milliseconds, reload your REGISTER.HTML, VIEW THE PAGE SOURCE and open the APPS.JS to see if it has our SETTIMEOUT function. Reload again the webpage and test.

It should disappear after 4MS.

9. You may now continue with your USER REGISTRATION.