

The `setItem()` method of the `Storage` interface, when passed a key name and value, will add that key to the given `Storage` object, or update that key's value if it already exists.

Syntax

```
storage.setItem(keyName, keyValue);
```

Parameters

keyName

A `DOMString` containing the name of the key you want to create/update.

keyValue

A `DOMString` containing the value you want to give the key you are creating/updating.

Return value

undefined.


Exceptions

`setItem()` may throw an exception if the storage is full. Particularly, in Mobile Safari (since iOS 5) it always throws when the user enters private mode. (Safari sets the quota to 0 bytes in private mode, unlike other browsers, which allow storage in private mode using separate data containers.) Hence developers should make sure to **always catch possible exceptions from `setItem()`**.

Example

The following function creates three data items inside local storage.

```
function populateStorage() {  
    localStorage.setItem('bgcolor', 'red');
```



```
localStorage.setItem('font', 'Helvetica');  
localStorage.setItem('image', 'myCat.png');  
}
```

Note: To see this used within a real world example, see our [Web Storage Demo](#).