Webtech Lab – 7

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T1. Develop prototype 3 continuing with the last lab. Confirm that the app now remembers your list even after a page refresh.

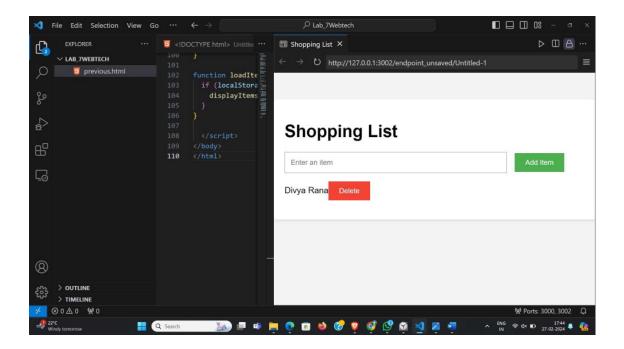
```
<!DOCTYPE html&gt;
<html lang=&quot;en&quot;&gt;
<head&gt;
 <meta charset=&quot;UTF-8&quot;&gt;
 <meta name=&quot;viewport&quot; content=&quot;width=device-width,
initial-scale=1.0">
 <title&gt;Shopping List&lt;/title&gt;
 <style&gt;
   body {
 font-family: Arial, sans-serif;
 margin: 0;
 padding: 0;
 background-color: #f4f4f4;
.container {
 max-width: 600px;
 margin: 50px auto;
 background-color: #fff;
 padding: 20px;
 border-radius: 5px;
 box-shadow: 0 2px 5px rgba(0, 0, 0, 0.1);
input[type="text"] {
 width: 70%;
 padding: 10px;
 margin-right: 10px;
button {
 padding: 10px 20px;
 background-color: #4caf50;
 color: #fff;
 border: none;
```

```
cursor: pointer;
ul {
 list-style-type: none;
 padding: 0;
li {
 margin: 10px 0;
button.delete {
 background-color: #f44336;
 </style&gt;
</head&gt;
<body&gt;
 <div class=&quot;container&quot;&gt;
   <h1&gt;Shopping List&lt;/h1&gt;
   <input type=&quot;text&quot; id=&quot;itemInput&quot;
placeholder="Enter an item">
   <button onclick=&quot;addItem()&quot;&gt;Add Item&lt;/button&gt;
   <ul id=&quot;itemList&quot;&gt;&lt;/ul&gt;
 </div&gt;
 <script &gt;
   document.addEventListener("DOMContentLoaded", function() {
 loadItems();
});
function addItem() {
 var itemInput = document.getElementById("itemInput");
 var item = itemInput.value.trim();
  if (item !== "") { var itemList =
JSON.parse(localStorage.getItem("shoppingList")) || [];
   itemList.push(item);
   localStorage.setItem(" shoppingList", JSON.stringify(itemList));
   displayItems();
   itemInput.value = "";
function deleteItem(index) {
 var itemList = JSON.parse(localStorage.getItem("shoppingList")) ||
[];
 itemList.splice(index, 1);
  localStorage.setItem(" shoppingList", JSON.stringify(itemList));
 displayItems();
function displayItems() {
 var itemList = JSON.parse(localStorage.getItem("shoppingList")) ||
```

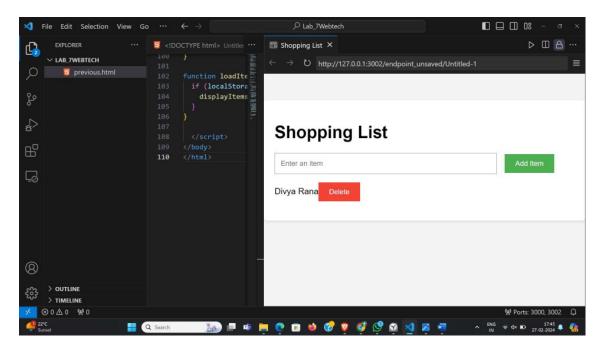
```
var itemListContainer = document.getElementById("itemList");
 itemListContainer.innerHTML = "";
 itemList.forEach(function(item, index) {
   var li = document.createElement("li");
   li.textContent = item;
   var deleteButton = document.createElement("button");
   deleteButton.textContent = "Delete";
   deleteButton.classList.add("delete");
   deleteButton.onclick = function() {
     deleteItem(index);
   };
   li.appendChild(deleteButton);
   itemListContainer.appendChild(li);
 });
function loadItems() {
 if (localStorage.getItem("shoppingList")) {
   displayItems();
 </script&gt;
</body&gt;
</html&gt;
```

Output

Before refresh



After refresh



T.2-Create a local storage that saves the number of times you have accessed the page and displays it.

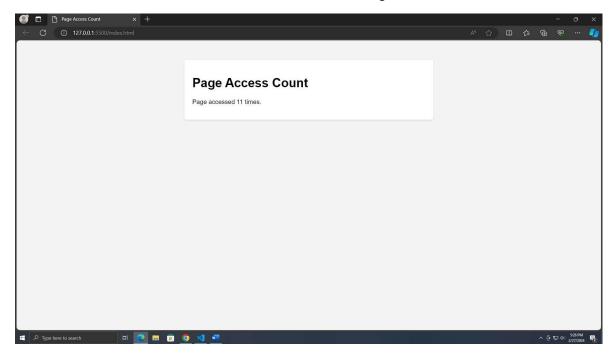
Code-

<!DOCTYPE html>

```
<html lang="en">
  <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Page Access Count</title>
 <style>
   body {
 font-family: Arial, sans-serif;
 margin: 0;
 padding: 0;
 background-color: #f4f4f4;
.container {
 max-width: 600px;
 margin: 50px auto;
 background-color: #fff;
 padding: 20px;
 border-radius: 5px;
 box-shadow: 0 2px 5px rgba(0, 0, 0, 0.1);
 </style>
<body>
 <div class="container">
   <h1>Page Access Count</h1>
   </div>
 <script>
   document.addEventListener("DOMContentLoaded", function() {
 // Increment and save the page access count
 var pageAccessCount = parseInt(localStorage.getItem("pageAccessCount")) ||
0;
 pageAccessCount++;
 localStorage.setItem("pageAccessCount", pageAccessCount);
 displayPageAccessCount(pageAccessCount);
});
function displayPageAccessCount(count) {
 var accessCountElement = document.getElementById("accessCount");
 accessCountElement.textContent = "Page accessed " + count + " times.";
  </script>
```



Before Refreshing



After refreshing

