# More methods from localStorage/sessionStorage

This time we will look at another example that uses new methods from the API:

- localStorage.setItem(...),
- localStorage.getItem(...),
- localStorage.removeItem(...),
- localStorage.clear().



### GETTING/SETTING VALUES USING

THEGETITEM (KEY) AND SETITEM (KEY, VALUE) METHODS

If you want to keep a simple counter of the number of times a given user has loaded your application, you can use the following code (just to show how to use setItem/removeItemmethods):

```
var counter = localStorage.getItem("count") || 0;
counter++;
localStorage.setItem("count", counter);
```

As you can easily guess from the above, we use var value = getItem(key) to retrieve a key's value and setItem(key, value) to set it. This is similar to what we saw in the examples of the page above, except that this time:

• The key can contain spaces, for example we can
write:localStorage.setItem("Instructor's name", "Michel"); and var
name = localStorage.getItem("Instructor's name");, while var name =
localStorage.Instructor's name; will not work!

• In a loop or in an iterator, sometimes we need to set/get localStorage values using this syntax, for example:

```
var inputField =document.getElementById("firstName");
saveInputFieldValue(inputField);
...
function saveInputFieldValue(field) {
    localStorage.setItem(field.id, field.value);
}
```

# DELETING A KEY WITH REMOVEITEM (KEY), OR ALL KEYS WITH CLEAR()

Deleting a key can be performed through removeItem(). And if you wish to reset the entire store, simply calllocalStorage.clear().

Note that it may be quite rare that you will want the entire store to be cleared by the user in production software (since that effectively deletes their entire data). However, it is a rather a common operation needed during development, since bugs may store faulty data the persistence of which can break your application, since the way you store data may evolve over time, or simply because you also need to test the experience of the user when first using the application.

One way of handling that is to add a user interface button that calls <code>clear()</code> when clicked, but you then you need not to forget to remove it when you ship! The recommended approach to use (whenever possible) is to simply open the dev. tool's console and type <code>localStorage.clear()</code> there — it's safer and works just as well.

#### ITERATING LOCAL STORES

Local stores (localStorage or sessionStorage) can also be iterated through in order to list all the content that they contain. The order is not guaranteed, but this may be useful at times (if only for debugging purposes!). The following code

lists everything in the current store:

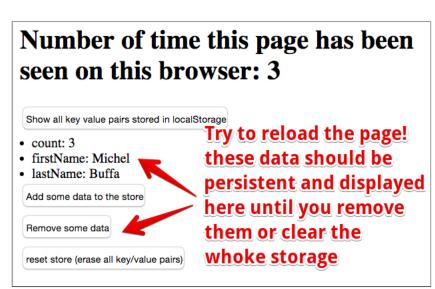
```
for (var i = 0, n = localStorage.length; i < n; i++) {
   var k = localStorage.key(i);
   console.log(k + ": " + localStorage[k]); // get the ith value, the
   one with a key that is in the variable k.
}</pre>
```

Smart students will note something off in the example above: instead of calling localStorage.getItem(k), we simply access localStorage[k]. Why? Because keys in the local store can also be accessed as if the store were a simple JavaScript object. So instead

oflocalStorage.getItem("foo") andlocalStorage.setItem("foo",
"bar"), one can writelocalStorage.foo and localStorage.foo = "bar". Of
course there are limitations to this mapping: any string can serve as a key, so
that localStorage.getItem("one two three") works, whereas that string
would not be a valid identifier after the dot (but it could still work
aslocalStorage["one two three"]).

## EXAMPLE THAT SHOWS ALL THE METHODS OF THE LOCAL STORAGE API IN ACTION

Online example at JS Bin, run it, then click on the first button to show all key/values in the localStorage. Open the URL in another tab, and see that the data is shared



between tabs, as local stores are attached to an origin.

Then click on the second button to add some data in the store, click on the third to remove some data. Finally, the last one clears the whole data store.

```
<!DOCTYPE html>
     <html lang="en">
     <head>
     <meta charset=utf-8 />
     <title>Example of localStorare API use</title>
      <script>
       // Using localStorage
       var counter = localStorage.getItem("count") || 0;
 9.
       counter++;
       localStorage.setItem("count", counter);
       function getCountValue() {
         // retrieve data
     document.querySelector("#counter").innerHTML= localStorage.count;
       function seeAllKeyValuePairsStored() {
         // clear list first
         document.querySelector('#list').innerHTML="";
19.
         for (var i = 0, n = localStorage.length; <math>i < n; i++) {
           var key = localStorage.key(i);
           var value = localStorage[key];
           console.log(key + ": " + value);
           var li = document.createElement('li');
           li.innerHTML = key + ": " + value;
           document.querySelector('#list').insertBefore(li,null);
         }
29.
       function resetStore() {
          // erase all key values from store
          localStorage.clear();
          // reset displayed list too
          document.querySelector('#list').innerHTML="";
       function addSomeData() {
```

```
40.
        // store data
        localStorage.lastName = "Buffa";
        localStorage.firstName = "Michel";
        // refresh display
        seeAllKeyValuePairsStored();
      function removeSomeData() {
        // store data
        localStorage.removeItem("lastName");
        localStorage.removeItem("firstName");
        // refresh display
51.
        seeAllKeyValuePairsStored();
     </script>
    </head>
    <body onload="getCountValue()">
      <h1>Number of times this page has been seen on this
    browser: <span id="counter"></span></h1>
      <buttononclick="seeAllKeyValuePairsStored()">Show all key value
    pairs stored in localStorage</button><br/>
      <output id="list"></output>
61.
      <button onclick="addSomeData()">Add some data to the
    store</button><br/>
      <button onclick="removeSomeData()">Remove some data</button>
    <br/>
      <button onclick="resetStore()">reset store (erase all key/value pairs)
    </button>
    </body>
    </html>
```

You can check in the Chrome dev. tools user interface that the content of the localStorage changes as you click on the buttons.