* there are URLs on billboards, on the sides of trains, and even in street graffiti
* Combined with the back button — easily the most important button in the browser — you have a powerful way to go forward and backward through the vast set of intertwingled resources called the Web.
* standardized way to manipulate the browser history via script
* navigating the history
* new parts in HTML5 include a way to add entries to the browser history, to visibly change the URL in the browser location bar (without triggering a page refresh)

So we want unique resources to have unique URLs. But at the same time, browsers have always had a fundamental limitation: if you change the URL, even through script, it triggers a roundtrip to the remote web server and a full page refresh. This takes time and resources, and it seems especially wasteful when you are navigating to a page that is substantially similar to the current page. Everything on the new page gets downloaded, even the parts that are exactly the same as the current page. There is no way tell a browser to change the URL but only download half a page.

Instead of triggering a full page refresh, you can use script to, in essence, download half a page. This illusion is tricky to pull off, and it requires some work on your part.

Example:

<https://css-tricks.com/examples/State/>

früher:

history.back(), history.forward()undhistory.go(-2)

History Log gespeichert und darauf reagiert werden, wenn der zurück-Knopf angeklickt wird.

Nun:

**history.pushState()**

**Wir können das ziemlich einfach mit der history.pushState() Methode erreichen. Die history.pushState()-Methode kennt drei Parameter:**

**data** – Daten, die als Konfiguration oder als Inhalt in Bezug auf den History Eintrag wichtig sind**.**

**title** – Der Name des History Eintrages, wie er zum Beispiel im Dropdownmenü der zuletzt besuchten Seiten oder von den Vorwärts-/Zurückbuttons angezeigt wird.

**url (optional)** – Die URL des Seitenzustandes, wie er in der Adresszeile angezeigt werden soll.

**Push vs replace**

Nicht in history eingetragen sondern ersetzt einen alten