

# Local Storage API, Storing and Retrieving Simple Data, Arrays, Associative Arrays, and Objects



Local Storage  
with JavaScript

# LocalStorage in JavaScript

- LocalStorage is a type of web storage that allows Javascript websites and apps to store and access data right in the browser with no expiration date. This means the data stored in the browser will persist even after the browser window has been closed.



## Types of web storage

- **Local storage** - data with no expiration date that will persist after the browser window is closed.
- **Session storage** - data that gets cleared after the browser window is closed.



# LocalStorage in JavaScript

- To use localStorage in your web applications, there are five methods to choose from:

Here is an overview of `localStorage` methods.

Method	Description
<code>setItem()</code>	Add key and value to local storage
<code>getItem()</code>	Retrieve a value by the key
<code>removeItem()</code>	Remove an item by key
<code>clear()</code>	Clear all storage

## setItem()

- This method just as the name implies allows you to store values in the localStorage object.
- It takes two parameters, a key and a value. The key can be referenced later to fetch the value attached to it.

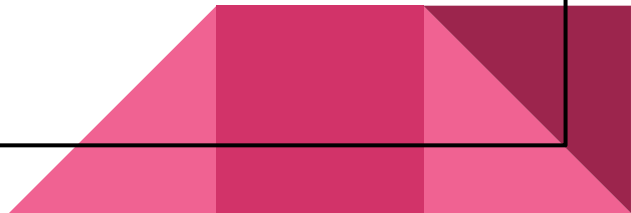
```
localStorage.setItem('name', 'Obaseki Nosa');
```

Where **name** is the key and **Obaseki Nosa** is the value. Also note that localStorage can only store strings. To store arrays or objects you would have to convert them to strings.

## setItem()

- If you want to get the value for a particular key, you'll use the getItem() method.

LocalStorage.getItem('key')



# removeItem()

- You can remove the data with removeItem().

```
localStorage.removeItem('key')
```



## LocalStorage JavaScript limitations

As easy as it is to use localStorage, it is also easy to misuse it. The following are limitations and also ways to NOT use localStorage:

- Do not store sensitive user information in localStorage
- It is not a substitute for a server based database as information is only stored on the browser
- LocalStorage is limited to 5MB across all major browsers
- LocalStorage is quite insecure as it has no form of data protection and can be accessed by any code on your web page
- LocalStorage is synchronous. Meaning each operation called would only execute one after the other