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```
1
   /*
 2
4
   Initial Users Array (Database)
6
7
   8
9
   */
10
   // We create an array of objects called 'users'. Each object represents one registered user with name, age and designation.
11
12
   // Check if 'users' already exist in localStorage
13
14
   const savedUsers = localStorage.getItem("users");
15
16
17
   // If 'users' exists in localStorage, use it, otherwise create an empty array
18
   // If found → parse and use them, otherwise use default
19
20
   const users = savedUsers ? JSON.parse(savedUsers) : [
21
22
23
       { name: "Ajay Suneja", age: 30, designation: "Front End Web Developer" },
24
25
       { name: "Anshika Gupta", age: 25, designation: "Back End Web Developer" }
26
   ];
27
28
29
30
   _____
31
32
   Render Users to the DOM
33
34
   _____
35
   */
36
```

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```
// This function takes the current 'users' array and displays it inside the <div id="users">.
39
   const renderUsers = () => {
40
41
42
       // Get the 'users' container div from HTML
43
       const usersDiv = document.getElementById("users");
44
45
       // Clear the div before re-rendering (so old content doesn't duplicate)
46
47
48
       usersDiv.innerHTML = "";
49
50
       // Loop over each user in the 'users' array
51
       users.forEach((user) => {
52
53
           // Append a user card (using template literals to insert values)
54
55
56
           usersDiv.innerHTML += `<div class="user-card">
57
58
               <strong>Name:</strong> ${user.name}<br>
59
               <strong>Age:</strong> ${user.age}<br>
60
61
62
               <strong>Designation:</strong> ${user.designation}
63
           </div>`
64
65
       })
66
67
68
   /*
69
70
   _____
71
72
   Add User Function (Asynchronous)
73
74
75
```



```
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                                                                           script.js
      */
   76
   77
   78
       /*
   79
      This function simulates saving a new user (like to a database or server). It accepts:
   81
      1) 'newUser' → the new user object to add
   82
   83
   84
       2) 'renderUsers' → a callback function to run AFTER the user is added
   85
       */
   86
   87
       const addUser = (newUser, renderUsers) => {
   89
           // Simulate server delay using setTimeout (2 seconds)
   90
   91
           setTimeout(() => {
   92
   93
               // Add the new user into the 'users' array
   94
   95
   96
               users.push(newUser);
   97
               // Save the updated 'users' array into localStorage
   98
   99
               localStorage.setItem("users", JSON.stringify(users));
  100
  101
               // Call the callback function (refresh the user list on the page)
  102
  103
  104
               renderUsers();
  105
  106
           }, 2000); // 2000ms = 2 seconds
  107
  108
  109
  110
  111
       ______
  112
  113 | Initial Render of Users
```



```
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                                                                      script.js
 114
 115
      _____
 116
      */
 117
 118
      // Call renderUsers() once when the page loads, so that the initial users appear in the "Registered Users" section.
 119
 120
      renderUsers();
 121
 122
 123
      /*
 124
 125
      _____
 126
 127
      Form Submission Handling
 128
 129
      130
 131
      */
 132
 133
      // Get the form with id="userForm" and attach an event listener. When user submits the form, run the function below
 134
      document.getElementById("userForm").addEventListener("submit", (e) => {
 135
 136
          // Prevent the form's default behavior (page reload)
 137
 138
          e.preventDefault();
 139
 140
          // Create a new user object with values from the form inputs
 141
 142
 143
          const newUser = {
 144
              name: document.getElementById("name").value,
 145
                                                                // name input
 146
              age: document.getElementById("age").value,
 147
                                                                 // age input
 148
```

designation: document.getElementById("designation").value // designation input

};

```
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                                                                            script.js
  152
           // Change button text to show "Adding..."
  153
  154
           e.target.querySelector("button").textContent = "Adding...";
  155
           // Disable the button temporarily (prevent multiple submissions while waiting)
  156
  157
  158
           e.target.querySelector("button").disabled = true;
  159
           /*
  160
  161
  162
           Call addUser() function. Pass:
  163
  164

    newUser (the object we just created)

  165
           2) a callback function that runs AFTER user is added
  166
  167
           */
  168
  169
           addUser(newUser, () => {
  170
  171
  172
               // Re-render all users (to show the new one on screen)
  173
  174
               renderUsers();
  175
               // Reset form inputs (clear fields)
  176
  177
               e.target.reset();
  178
  179
  180
               // Change button text back to "Add User"
  181
               e.target.querySelector("button").textContent = "Add User";
  182
  183
               // Enable the button again (so user can add more entries)
  184
  185
  186
               e.target.querySelector("button").disabled = false;
           });
  187
  188 });
```

