

HTML 5

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Web Storage

- The two storage's are **session storage** and **local storage** and they would be used to handle different situations.

Session storage

- The *Session Storage* is designed for scenarios where the user is carrying out a single transaction, but could be carrying out multiple transactions in different windows at the same time.

Local storage

- The *Local Storage* is designed for storage that spans multiple windows, and lasts beyond the current session. In particular, Web applications may wish to store megabytes of user data, such as entire user-authored documents or a user's mailbox, on the client side for performance reasons.
- Again, cookies do not handle this case well, because they are transmitted with every request.

Delete web storage

- Storing sensitive data on local machine could be dangerous and could leave a security hole.
- The *Session Storage Data* would be deleted by the browsers immediately after the session gets terminated.
- To clear a local storage setting you would need to call **localStorage.remove('key')**; where 'key' is the key of the value you want to remove. If you want to clear all settings, you need to call **localStorage.clear()** method.

EXAMPLE -1

Example on managing web storage

Session storage

```
<!DOCTYPE HTML>
<html>
  <body>

    <script type="text/javascript">
      if( sessionStorage.hits ){
        sessionStorage.hits = Number(sessionStorage.hits) +1;
      }

      else{
        sessionStorage.hits = 1;
      }
      document.write("Total Hits :" + sessionStorage.hits );
    </script>

    <p>Working with session storage</p>

  </body>
</html>
```


Local storage

```
<!DOCTYPE HTML>
<html>
  <body>

    <script type="text/javascript">
      if( localStorage.hits ){
        localStorage.hits = Number(localStorage.hits) +1;
      }

      else{
        localStorage.hits = 1;
      }
      document.write("Total Hits :" + localStorage.hits );
    </script>

    <p>Working with local storage</p>

  </body>
</html>
```

Removing local storage

```
<!DOCTYPE HTML>
<html>
  <body>

    <script type="text/javascript">
      localStorage.clear();

      // Reset number of hits.
      if( localStorage.hits ){
        localStorage.hits = Number(localStorage.hits) +1;
      }

      else{
        localStorage.hits = 1;
      }
      document.write("Total Hits :" + localStorage.hits );

    </script>

    <p>Removing data from local storage</p>

  </body>
</html>
```