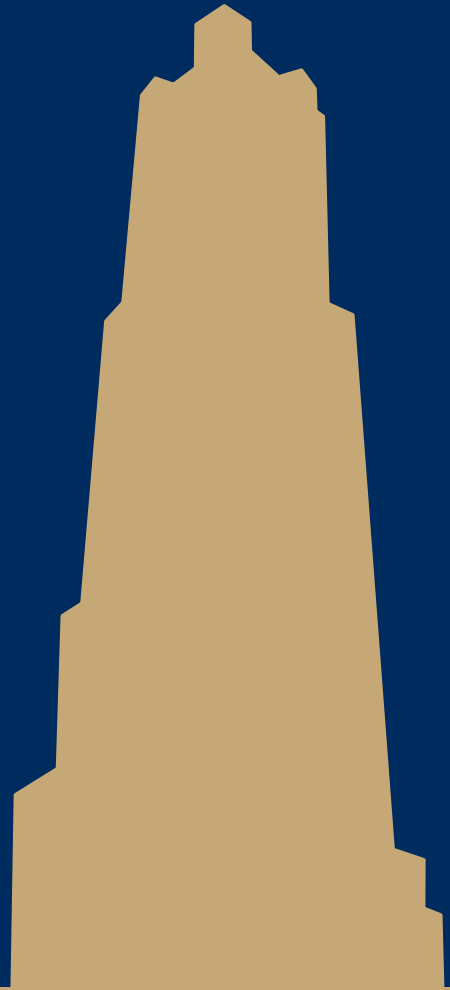


CS/COE 1520

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Storage



One thing we haven't talked about is JS file I/O

- Because there isn't any!
 - Why?
- So we just pull all information from the web?

Storage

- As part of HTML5, an API for Web Storage was proposed
 - Has the browser allocate space for JS apps to store data on the client machine
 - Amount available per domain varies by browser
 - <4MB is a good rule of thumb
 - Data is stored as key/value pairs
 - Both strings
- Two implementations of this API are available to JS apps:
 - localStorage
 - sessionStorage

localStorage

- `localStorage.length`
 - Read only value
 - Number of key/value pairs stored in localStorage
- `localStorage.getItem(key)`
- `localStorage.setItem(key, value)`
- `localStorage.removeItem(key)`
- `localStorage.key(index)`
 - For a given *index* n , return the n^{th} key in localStorage
- `localStorage.clear()`
 - Remove all key/value pairs from localStorage

sessionStorage

- Has the same API as localStorage
 - Both implement Storage
- However, sessionStorage is cleared as soon as the *session* on the current page is ended
 - E.g., the browser window/tab is closed
 - When the same page is loaded in a different window/tab, a new session is created
- Why would you use sessionStorage as opposed to simple variable storage?