

Todos Application | Part 3 | Cheat Sheet

1. Execution Context

The environment in which JavaScript Code runs is called Execution Context.

Execution context contains all the variables, objects, and functions.

Execution Context is destroyed and recreated whenever we reload an Application.

2. Storage Mechanisms

2.1 Client-Side Data Storage

Client-Side Data Storage is storing the data on the client (user's machine).

- Local Storage
- Session Storage
- Cookies
- IndexedDB and many more.

2.2 Server-Side Data Storage

Server-Side Data Storage is storing the data on the server.

3. Local Storage

It allows web applications to store data locally within the user's browser.

It is a Storage Object. Data can be stored in the form of key-value pairs.

Please note that both key and value must be strings. If their type is other than a string, they get converted to strings automatically.

| Key | Value |
|----------|----------------|
| fullName | Rahul Attuluri |
| gender | Male |
| city | Delhi |

To access and work with Local Storage we have below methods:

- **setItem()**
- **getItem()**

- `clear()`
- `removeItem()`

3.1 The `setItem()` Method

The

`setItem()` method can be used for storing data in the Local Storage.

Syntax:

```
localStorage.setItem("Key", "Value");
```

3.2 The `getItem()` Method

The

`getItem()` method can be used for getting data from the Local Storage.

Syntax:

```
localStorage.getItem("Key");
```

Try out the

`setItem()` and `getItem()` methods in the below Code Playground.

HTML

CSS

JAVASCRIPT

Inspect

```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css">
5     <script src="https://code.jquery.com/jquery-3.5.1.min.js"></script>
6     <script src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"></script>
7     <script src="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/js/bootstrap.min.js"></script>
8   </head>
9   <body>
10     Your HTML code goes here. Write JavaScript code here.
11   </body>
12 </html>
```

4. Values

4.1 null

We use

`null` in a situation where we intentionally want a variable but don't need a value to it.

JAVASCRIPT

```
1 let selectedColor = null;
2
3 console.log(selectedColor); // null
4 console.log(typeof(selectedColor)); // object
```

5. HTML Elements

5.1 The textarea Element

The HTML

`textarea` element can be used to write the multiline text as an input.

HTML

```
1 <textarea rows="8" cols="55"></textarea>
```

- The HTML `rows` attribute specifies the number of lines.
- The HTML `cols` attribute specifies the number of characters per each line.

Try out the HTML

`textarea` element, `setItem()` and `getItem()` methods in the below Code Playground.

HTML CSS JAVASCRIPT

Inspect

```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css">
5     <script src="https://code.jquery.com/jquery-3.5.1.min.js"></script>
6     <script src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"></script>
7     <script src="https://stackpath.bootstrapcdn.com/bootstrap/4.5.2/js/bootstrap.min.js"></script>
8   </head>
9   <body>
10    <textarea rows="8" cols="55" id="message"></textarea>
11    <br />
12    <button class="btn btn-primary mt-1" id="save">Save</button>
13  </body>
14 </html>
```



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