8.1. Introduction

The Web Storage API defines a standard for how we can save simple data locally

on a user’s computer or device. Before the emergence of the Web Storage standard, web developers often stored user information in cookies, or by using plugins. With Web Storage, we now have a standardized definition for how to store up to 5MB of simple data created by our websites or web applications. Better still, Web Storage already works in Internet Explorer 8.0!

Web Storage is a great complement to Offline Web Applications, because you need somewhere to store all that user data while you’re working offline, andWeb Storage provides it.

Two kinds of storage

session Storage

Session storage lets us keep track of data specific to one window or tab. It allows us to isolate information in each window. Even if the user is visiting the same site in two windows, each window will have its own individual session storage object and thus have separate, distinct data.

Session storage is not persistent—it only lasts for the duration of a user’s session

on a specific site (in other words, for the time that a browser window or tab is open

and viewing that site).

Local Storage

Unlike session storage, local storage allows us to save persistent data to the user’s computer, via the browser. When a user revisits a site at a later date, any data saved to local storage can be retrieved.