

Web-Tech Lab 07

Name-Shubham Kumar

Roll No.- 22mc3032

T1. Develop prototype 3 continuing with the last lab. Confirm that the app now remembers your list even after a page refresh.

HTML Code:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Shopping List</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <div class="container">
    <h1>Shopping List</h1>
    <input type="text" id="itemInput" placeholder="Add new item">
    <button onclick="addItem()">Add Item</button>
    <ul id="itemList"></ul>
  </div>

  <script src="script.js"></script>
</body>
</html>
```

CSS code:

```
.container {
  max-width: 600px;
  margin: 50px auto;
  padding: 0 20px;
}

h1 {
  text-align: center;
}
```

```

input[type="text"] {
    width: 70%;
    padding: 8px;
    margin-bottom: 10px;
}

button {
    padding: 8px 15px;
    background-color: #4CAF50;
    color: white;
    border: none;
    cursor: pointer;
}

button:hover {
    background-color: #45a049;
}

ul {
    list-style-type: none;
    padding: 0;
}

li {
    margin-bottom: 5px;
    padding: 8px;
    background-color: #f2f2f2;
    border-radius: 5px;
}

```

Javascript Code:

script .js

```

// Function to add item to the list
function addItem() {
    var itemInput = document.getElementById('itemInput');
    var itemValue = itemInput.value.trim();
}

```

```

    if (itemValue !== '') {
        var itemList = document.getElementById('itemList');
        var listItem = document.createElement('li');
        listItem.textContent = itemValue;
        itemList.appendChild(listItem);
        saveListToStorage(); // Save list to localStorage
        itemInput.value = '';
    } else {
        alert('Please enter a valid item!');
    }
}

// Function to save the list to localStorage
function saveListToStorage() {
    var itemList = document.getElementById('itemList');
    var items = [];

    // Get all list items
    for (var i = 0; i < itemList.children.length; i++) {
        items.push(itemList.children[i].textContent);
    }

    // Save items to localStorage
    localStorage.setItem('shoppingList', JSON.stringify(items));
}

// Function to load the list from localStorage
function loadListFromStorage() {
    var itemList = document.getElementById('itemList');
    var storedItems = localStorage.getItem('shoppingList');

    if (storedItems) {
        var items = JSON.parse(storedItems);

        // Add items to the list
        items.forEach(function(item) {
            var listItem = document.createElement('li');
            listItem.textContent = item;
            itemList.appendChild(listItem);
        });
    }
}

```

```
    }  
  }  
  
  // Load list from localStorage when the page loads  
  window.addEventListener('load', loadListFromStorage);  
}
```

model.js

```
var shoppingListModel = {  
  items: [],  
  addItem: function(item) {  
    this.items.push(item);  
  }  
};
```

controller.js

```
var shoppingListController = {  
  addItem: function() {  
    var itemInput = document.getElementById('itemInput');  
    var itemValue = itemInput.value.trim();  
  
    if (itemValue !== '') {  
      shoppingListModel.addItem(itemValue);  
      itemInput.value = '';  
      shoppingListView.displayItems();  
    } else {  
      alert('Please enter a valid item!');  
    }  
  },  
  init: function() {  
    this.setupEventListeners();  
    shoppingListView.displayItems();  
  },  
  setupEventListeners: function() {  
    var addButton = document.querySelector('button');  
    addButton.addEventListener('click', this.addItem);  
    var itemInput = document.getElementById('itemInput');  
    itemInput.addEventListener('keypress', function(event) {
```

```

        if (event.key === 'Enter') {
            shoppingListController.addItem();
        }
    });
}
};

shoppingListController.init();

```

view.js

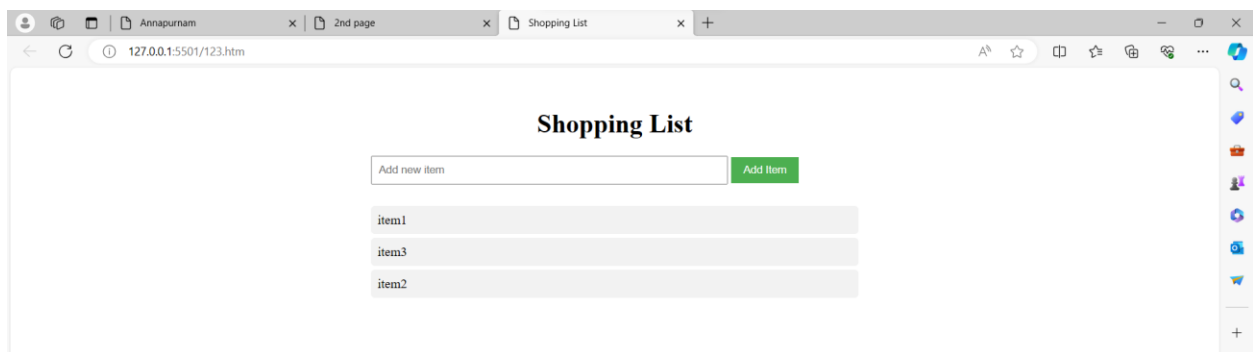
```

var shoppingListView = {
    displayItems: function() {
        var itemList = document.getElementById('itemList');
        itemList.innerHTML = '';

        shoppingListModel.items.forEach(function(item) {
            var listItem = document.createElement('li');
            listItem.textContent = item;
            itemList.appendChild(listItem);
        });
    }
};
};

```

OUTPUT:-



T2. Create a local storage that saves the number of times you have accessed the page and displays it.

HTML code:-

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Page Access Counter</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <h1>Page Access Counter</h1>
  <p>You have accessed this page <span id="accessCount"></span> times.</p>
  <button id="incrementButton">Increment Access Count</button>
  <script src="script.js"></script>
</body>
</html>
```

CSS Code:-

```
body {
  font-family: Arial, sans-serif;
  margin: 0;
  padding: 0;
  text-align: center;
}

h1 {
  margin-top: 50px;
}

p {
  font-size: 18px;
}
```

Javascript Code:-

```
function updateAccessCount() {
    if (typeof(Storage) !== "undefined") {
        if (localStorage.pageAccessCount) {
            localStorage.pageAccessCount =
Number(localStorage.pageAccessCount) + 1;
        } else {
            localStorage.pageAccessCount = 1;
        }
        document.getElementById("accessCount").innerText =
localStorage.pageAccessCount;
    } else {
        document.getElementById("accessCount").innerText = "Sorry, your
browser does not support web storage...";
    }
}

function initializeAccessCount() {
    if (typeof(Storage) !== "undefined") {
        if (!localStorage.pageAccessCount) {
            localStorage.pageAccessCount = 0;
        }
        document.getElementById("accessCount").innerText =
localStorage.pageAccessCount;
    } else {
        document.getElementById("accessCount").innerText = "Sorry, your
browser does not support web storage...";
    }
}

window.onload = initializeAccessCount;

document.getElementById("incrementButton").addEventListener("click",
updateAccessCount);
```

OUTPUT:-

