Date: 27th February 2024

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

 \Rightarrow code: !DOCTYPE html>

```
let tasks = JSON.parse(localStorage.getItem('tasks'));

tasks.forEach(task => {
      addTaskToList(task);
    });

}

function addTask() {
```

```
let taskInput = document.getElementById("taskInput");

let taskText = taskInput.value.trim();

if (taskText === "") return;

addTaskToList(taskText);

taskInput.value = "";
```

```
saveTasks();

function addTaskToList(taskText) {

let li = document.createElement("li");

li.textContent = taskText;
```

```
document.getElementById("taskList").appendChild(li);

function saveTasks() {

   let tasks = document.querySelectorAll("#taskList li");

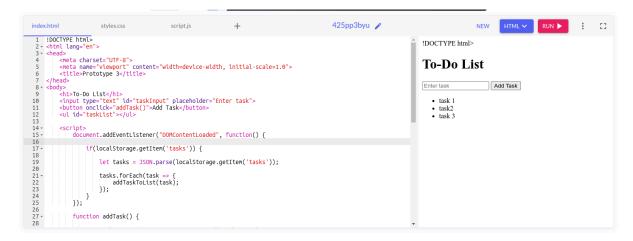
   let taskTexts = Array.from(tasks).map(task =>
task.textContent);
```

```
localStorage.setItem("tasks", JSON.stringify(taskTexts));

}

</script>
</body>
</html>
```

Output:



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

```
\Rightarrow <!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>
<script>
   document.addEventListener("DOMContentLoaded", function() {
      if(localStorage.getItem("pageAccessCount")) {
```

```
var count = parseInt(localStorage.getItem("pageAccessCount"));
    count++;
    localStorage.setItem("pageAccessCount", count);
    document.getElementById("accessCount").innerText = count;
} else {
    localStorage.setItem("pageAccessCount", 1);
    document.getElementById("accessCount").innerText = 1;
}
});
</script>
</head>
</body>
</html>

    //body>
</html>
```

