1. What is a limitation of using localStorage on a shared domain like people.rit.edu? What is a workaround that will mitigate this issue?  
   You can’t store objects or arrays; the workaround is to “stringify” your objects/arrays.
2. What is the difference between local and session storage? (Read the documentation or google it)  
   sessionStorage persists within a window, whereas localStorage sticks around until deleted (changes made and saved for future use)
3. If the user opens up the demo page in a different web browser on the same machine, will their chosen preferences still be visible? Why or why not? (If you do not know the answer, do an experiement)  
   No (chrome -> edge; changes do not persist)
4. Define serialization  
   conversion of objects to a savable state
5. What does JSON.stringify() do?  
   Allows us to save arrays/objects to localStorage (by turning it into a string)
6. What does JSON.parse() do?  
   Turns our saved string representation of our arrays/objects back into the array/objects they were before stringify-ing them
7. One big issue with the applications we have written this semester is that reloading the page will wipe out all of the user's work (for example the poem they created in Magnetic Poetry, or their pixel art creation in Pixel Artist). Think about the various HW assignments that we have worked on for this Web Apps unit - pick two of them - and describe how they could be improved by utilizing web storage.  
     
   Giphy Finder – Allowing the user to have a “Recently Searched” bar or even just keeping their last search in the search bar.

Random Phrases – The user could have been able to save some of their favorite quotes that could either be set to be displayed more often, or even displayed on the side at all times.