

getterm()

Data stored in `localStorage` can be retrieved at any time by navigating to another page or restarting the browser. Data are stored as key-value pairs.

The first parameter, `key`, is the name of the value to be stored as a string.

Note: Sensitive data such as passwords or personal information shouldn't be stored in `localStorage`.

```
function setup() {
```

```
createCanvas(100, 100),  
  
    // Store the player's name.
```

```
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER, CENTER);
  textSize(14);
```

```
// Retrieve the name.  
let name = getItem('name');  
  
// Retrieve the score.  
let score = getItem('score');  
  
// Display the score.  
let displayScore = () => {  
    let element = document.getElementById('score');  
    element.innerHTML = score;  
};  
displayScore();
```

```
}
```

```
let p = { x: 50, y: 50 };

// Store the object.
storeItem('position', p);

describe('A white circle on a gray background.');
}
```

```
function draw() {  
    background(200);  
  
    // Retrieve the object.  
    let p = getItem('position');  
  
    // Draw the circle.
```

```
function setup() {  
  createCanvas(100, 100);  
  
  // Create a red square  
  let rect = createRect(50, 50, 50, 50);  
  rect.fill("red");  
  rect.stroke("black");  
  rect.size(50, 50);  
  rect.x(50);  
  rect.y(50);  
}
```

```
let c = color('deeppink');

// Store the object.
storeItem('color', c);

describe('A pink circle on a gray background.');
}
```

```
function draw() {  
background(200);  
  
// Retrieve the object.  
let c = getItem('color');  
  
// Style the circle.  
c.setRadius(50);  
c.setFillColor('red');  
c.setOutlineColor('black');  
c.setOutlineWidth(2);  
c.setPosition(150, 150);  
}
```

```
    fill(c);

    // Draw the circle.
    circle(50, 50, 30);
}
```

Syntax

key

Returns

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