

removeItem()

Removes an item from the web browser's local storage.

Web browsers can save small amounts of data using the built-in `localStorage` object. Data stored in `localStorage` can be retrieved at any point, even after refreshing a page or restarting the browser. Data are stored as key-value pairs.

`storeItem()` makes it easy to store values in `localStorage` and `removeItem()` makes it easy to delete them.

The parameter, `key`, is the name of the value to remove as a string. For example, calling `removeItem('size')` removes the item with the key `size`.

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

Examples



// Double-click to remove an item from localStorage.

```
function setup() {
  createCanvas(100, 100);

  // Store the player's name.
  storeItem('name', 'Feist');

  // Store the player's score.
  storeItem('score', 1234);

  describe(
    'The text "Feist: 1234" written in black on a gray
    background. The text "Feist: null" appears when the user
    double-clicks.'
  );
}

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.
}
```

Syntax

`removeItem(key)`



Parameters

`key` String: name of the value to remove.

This page is generated from the comments in `src/data/local_storage.js`. Please feel free to edit it and submit a pull request!

Related References

`clearStorage`
Removes all items in the web browser's local storage.

`getItem`
Returns a value in the web browser's local storage.

`removeItem`
Removes an item from the web browser's local storage.

`storeItem`
Stores a value in the web browser's local storage.

