

Experiment – 4

HTML Web Storage

```
<!DOCTYPE HTML>
<html>
  <body>
    <script type="text/javascript">
      if (sessionStorage.hits) {
        sessionStorage.hits = Number(sessionStorage.hits) + 1;
      } else {
        sessionStorage.hits = 1;
      }
      document.write("Total Session Hits : <b>" + sessionStorage.hits,"</b>");
      document.write("<br>")
      if (localStorage.hits) {
        localStorage.hits = Number(localStorage.hits) + 1;
      } else {
        localStorage.hits = 1;
      }
      document.write("Total Local Hits :<b>" + localStorage.hits," </b>");
    </script>
    <h3>Refresh the page to increase number of hits.</h3>
    <p>Close the window and open it again and check the result.</p>
  </body>
</html>
```



Total Session Hits : **24**
Total Local Hits :**35**

Refresh the page to increase number of hits.

Close the window and open it again and check the result.

← → ↻ 🏠 ⓘ 127.0.0.1:5500/PR4-1.html

Total Session Hits : 1

Total Local Hits :36

Refresh the page to increase number of hits.

Close the window and open it again and check the result.

Drag and Drop

```
<!DOCTYPE HTML>
<html>

  <head>
    <style type="text/css">
      #boxA,
      #boxB {
        float: left;
        padding: 10px;
        margin: 10px;
        -moz-user-select: none;
      }

      #boxA {
        background-color: #6633FF;
        width: 75px;
        height: 75px;
      }

      #boxB {
        background-color: #FF6699;
        width: 150px;
        height: 150px;
      }
    </style>

    <script type="text/javascript">

      function dragStart(ev) {
        ev.dataTransfer.effectAllowed = 'move';
        ev.dataTransfer.setData("Text", ev.target.getAttribute('id'));
```

```

        ev.dataTransfer.setDragImage(ev.target, 0, 0);
        return true;
    }
    function dragEnter(ev) {
        event.preventDefault();
        return true;
    }
    function dragOver(ev) {
        return false;
    }
    function dragDrop(ev) {
        var src = ev.dataTransfer.getData("Text");
        ev.target.appendChild(document.getElementById(src));
        ev.stopPropagation();
        return false;
    }
}

</script>

</head>

<body>

    <center>
        <h2>Drag and drop HTML5 demo</h2>
        <div>Try to drag the purple box around.</div>

        <div id="boxA" draggable="true" ondragstart="return dragStart(event)">
            <p>Drag Me</p>
        </div>
        <div id="boxB" ondragenter="return dragEnter(event)" ondrop="return
dragDrop(event)"
            ondragover="return dragOver(event)">Dustbin</div>

    </center>

</body>

</html>

```

Drag and drop HTML5 demo

Try to drag the purple box around.



Drag and drop HTML5 demo

Try to drag the purple box around.

