Week 1 notes

* Information stored or shared – output
* Anything coming from where it was stored or anything user enters – input
* Input-Output – IO
* Section tags – fills up entire width of the row
* Local storage – storage within html that can be looked at even after the web page refreshes
* uses key-value pairs. Like a phone book, key = name of person, value = phone number

**example code given from the book that I wrote out**

<!doctype html>

<html>

<head>

  <title>Story Writer</title>

  <script>

      function loadStory(){

          var storyName = document.getElementById("input\_name").value

          var storyHTML = localStorage.getItem(storyName)

          document.getElementById("story\_editor").value = storyHTML

      }

      function saveStory(){

          var storyName = document.getElementById("name\_input").value

          var storyHTML = document.getElementById("story\_editor").value

          localStorage.setItem(storyName, storyHTML)

      }

      function displayStory(){

          var storyHTML = document.getElementById("story\_editor").value

          document.getElementById("story\_display").innerHTML = storyHTML

      }

  </script>

  <style>

      textarea{

          width: 800px;

          height: 250px;

          background-color: lightyellow;

      }

  </style>

</head>

<body>

    <h1>Story Editor</h1>

    Story Name: <input id=name\_input></input>

    <section>

        <button onclick="loadStory()">Find and Edit</button>

        <button onclick="saveStory()">Save it</button>

        <button onclick="displayStory()">Display It</button>

    </section>

    <textarea id="story\_editor" placeholder="Write a totally awesome story here."></textarea>

    <section id="story\_display"></section>

</body>

</html>

**MOBILE UX notes from sample**

Start with the smallest screens in mind

Desktops are usually shared in the home

Mobile devices turnover is very high, every 2 years or so

Start small and scale up