

JSession

JavaScript Client Session Api

ISAAC PARKER

UPDATED: 8/9/2018

Contents

Information.....	3
Background	3
Purpose.....	3
Requirements	3
Assumptions.....	3
Installation.....	4
location.....	4
Inclusion	4
Usage	4
Initialization	4
Methods	4
Put.....	4
Get	5
Delete.....	5
ClearAll.....	5
Exists.....	5
Conclusion	6

Information

Background

Sessions are no doubt a great way to store and retrieve user data. However, for the most part it seems that the benefit of sessions are restricted to web servers. As a means to provide this feature to front end developers, cookies were created. Cookies, unfortunately are not always reliable as they are prone to being turned off by the end user. Enter, modern front end programming and the localStorage api. This api allows front end developers to create session like variables and store through the existence of the browsing session. What **JSession** does is combine the benefits of both cookies and local storage in one class.

Purpose

The purpose of **JSession** is to deliver an effective and efficient system for creating client sessions.

Requirements

Since the plugin does not levy any external libraries, the only requirement is that standard inclusion in the application via script tags. It is important to note however, that the class first check if your browser is localStorage compatible. If not it then check if it is cookie compatible. If neither one of those cases are met, then the script throws out an error.

Assumptions

- User wants to store data that is not vital to their application
- User understand that since this is written in javascript any savvy user can change the session status through the console.
- Stored data should not be sensitive user information.

Installation

location

The file currently resides at: <https://github.com/iceman5508/JSessions> , once cloned or downloaded you will find two files JSessions.js and JSessions.min.js. The recommendation is to include the JSessions.min to your project.

Inclusion

To include the plugin in your project, simply add it to the head tag of your project or in the body tag before the closing body tag.

Once you have included the plugin in your project, installation is completed.

Usage

Initialization

The plugin was designed to be very easy to use. Initialization as is simple as creating an **JSession** object as such.

```
Var JsessionObj = new JSessions();
```

The JSession class have **5** method users should be aware of, it is through these methods that users will interact with the class.

Methods

Put

This method allows user to create a new session or edit a currently existing session. It should be used in the following manner.

```
JsessionObj.put(key, value)
```

Key : The session key

Value: the value to store

This method returns a Boolean

Get

This method allows user to retrieve a currently existing session value. It can be used in the following manner.

```
Var = JsessionObj.get(key)
```

Key : The session key to retrieve

Delete

This method allows user to delete currently existing session. It should be used in the following manner.

```
JsessionObj.deete(key)
```

Key : The session key to delete

This method returns a boolean

ClearAll

This method allows user to delete all sessions, warning, this method have the potential of deleting any existing cookies as well. It should be used in the following manner.

```
JsessionObj.clearAll()
```

This method returns a Boolean

Exists

This method allows user to check if a specific session exists or not. It can be used in the following manner.

```
Var exists = JsessionObj.exists(key)
```

Key : The session key to check

This method returns a boolean

Conclusion

It is a very simple class to user. Please use it responsibly

Best Wishes and Happy Coding!