

# Web Data Storage

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Seminário TSIW

# Web Data Storage

1. Introduction
2. Storage
  - a. Cookies
  - b. Web Storage API



# Web Data Storage

## 1. Introduction

# Web Data Storage

## 1. Introduction

- Web Data Storage is related with software methods for storing data in a web browser
- Usually associated to local storage as an improvement on HTTP cookies



# Web Data Storage

## 2. Local Storage

# Web Data Storage

## 2. Local Storage

- Data storage in the Web browser's computer
- Why?
  - Quicker access
  - Less network traffic
  - Less strain on your server
  - Better browsing experience with fast start-up
  - Better offline support, with no server required
- Solutions:
  - Cookies
  - Web Storage API
  - IndexedDB API
  - Libraries (mainly wrappers, such as, Lockr, localForage, Dexie and many others)



# Web Data Storage

## 2. Local Storage



Cookies

# Web Data Storage

## 2. Local Storage

- Cookies
  - **Small piece of data** typically used to know if two requests came from the same browser allowing, for instance, to keep a user logged-in
  - It remembers stateful information for the **stateless HTTP protocol**
  - Mainly used for three purposes:
    - Session management (user logins, shopping carts)
    - Personalization (user preferences)
    - Tracking (analyzing user behavior)





# Web Data Storage

## 2. Local Storage

- Cookies
  - Architecture



# Web Data Storage

## 2. Local Storage

- Cookies (example)
  - a. A client request is made to the server
  - b. The server send a **Set-Cookie header** with the response
  - c. The cookie is stored in the browser and, afterwards, the cookie value is sent along with every request made to the same server as the content of a **Cookie HTTP header**



# Web Data Storage

## 2. Local Storage

- Cookies (example)
  - a. A client request is made to the server
  - b. The server send a **Set-Cookie header** with the response

```
HTTP/1.0 200 OK
Content-type: text/html
Set-Cookie: session_id=12345

[page content]
```

- c. The cookie is stored in the browser and, afterwards, the cookie value is sent along with every request made to the same server as the content of a **Cookie HTTP header**

```
GET /sample_page.html HTTP/1.1
Host: www.example.org
Cookie: session_id=12345
```

# Web Data Storage

## 2. Local Storage

- Cookies
  - Cookies have also been used for general client-side storage
  - Main disadvantages:
    - Additional performance burden (especially for mobile web)
    - Data-capacity limitations (4kb per cookie/20 cookies per domain)
    - Most of the browsers store cookies in text files in clear text
    - Search and browsing history can be tracked and privacy is a concern
    - User has the option of disabling cookies
  - New APIs to consider for local storage are:
    - Web storage API (localStorage and sessionStorage)
    - IndexedDB API



# Web Data Storage

## 2. Local Storage



Web Storage API

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - API for persistent data storage of key-value pair data in Web clients
  - W3C recommendation (19 April 2016) - <https://www.w3.org/TR/webstorage/>
  - Unlike cookies:
    - **Storage size:** web storage objects are not sent to server with each request. Because of that, we can store much more. The storage limit is far larger (at least 5MB)
    - **Client side interface:** information is never transferred to the server
    - **Local and Session storage:** 2 different storage areas: local and session storage, which differ in scope and lifetime
    - **Interface data model:** better programmatic interface (associative array data model with keys/values both strings)



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - The storage is bound to the origin (domain/protocol/port triplet). That is, different protocols or subdomains infer different storage objects, they can't access data from each other
  - Two different storage objects
    - Local storage
      - Is per origin (the combination of protocol, hostname, and port number)
      - All pages, from one origin, can store and access the same data
      - The data persists after the browser is closed
    - Session storage
      - Is per-origin-per-window-or-tab
      - Is limited to the lifetime of the window

# Web Data Storage

## 2. Local Storage

- Web Storage API
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  - Two different storage objects
    - Local storage
      - Is per origin (the
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      - The data persists
    - Session storage
      - Is per-origin-per-window-or-tab
      - Is limited to the lifetime of the window

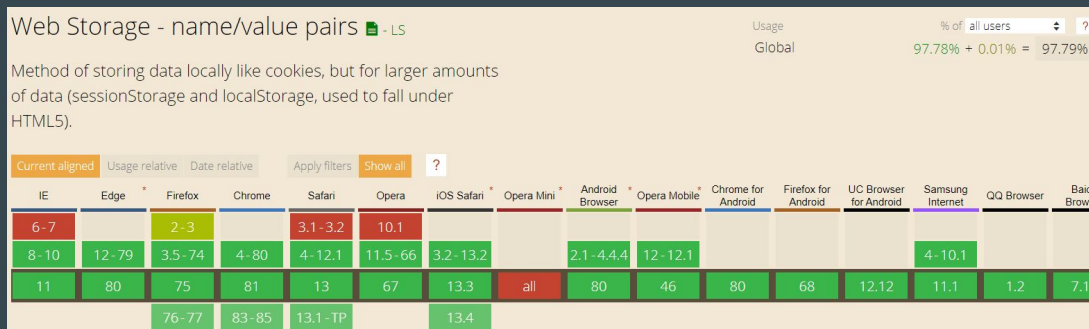
localStorage	sessionStorage
Shared between all tabs and windows with the same origin	Visible within a browser tab, including iframes from the same origin
Survives browser restart	Survives page refresh (but not tab close)



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - The **window** object has 2 read-only properties to access a **Storage** object for the Document's origin:
    - **window.localStorage** - stores data with no expiration date
    - **window.sessionStorage** - stores data for one session (data is lost when the browser tab is closed)
  - Check support: <https://caniuse.com>



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Before using Web Storage API, check browser support for both objects:

```
if (typeof (Storage) !== "undefined") {  
    // Code for localStorage/sessionStorage  
} else {  
    // Sorry! No Web Storage support...  
}
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Store data
    - Sets the value of the pair identified by key to value
    - Creates a new key/value pair if none existed for key previously

```
// Three ways to store the key "name" with the value "ESMAD"  
localStorage.name = "ESMAD"  
localStorage["name"] = "ESMAD"  
localStorage.setItem("name", "ESMAD")
```

- The localStorage is shared between all windows with the same origin, so if we set the data in one window, the change becomes visible in another one.
- Throws a "QuotaExceededError" DOMException exception if the new value couldn't be set. (Setting could fail if, e.g., the user has disabled storage, or if quota has been exceeded.)

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Store data

```
// Three ways to store the data  
localStorage.name = "ESMAD"  
localStorage["name"] = "ESMAD"  
localStorage.setItem("name", "ESMAD")
```

Local Storage

Application tab

The screenshot shows the Chrome DevTools Application tab. On the left, the 'Storage' section is expanded, showing 'Local Storage' for the URL 'http://127.0.0.1:5500'. A yellow arrow points from the 'Local Storage' label to this entry. The main panel displays a table of stored data with two columns: 'Key' and 'Value'. The first row shows the key 'name' and the value 'ESMAD'. A yellow arrow points from the 'Pair key=value' label to this row. The bottom panel shows a list of storage areas, with '1 ESMAD' listed under Local Storage.

Key	Value
name	ESMAD

Pair key=value

1 ESMAD

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Get data
    - Returns:
      - the current value (string) associated with the given key
      - **null** if the given key does not exist in the list associated with the object

```
// Three ways to get the value "ESMAD" using the key "name" from Local Storage
console.log(localStorage.name);
console.log(localStorage["name"]);
console.log(localStorage.getItem("name"));
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Iterate over the Local Storage
- Property **length**: to obtain the size of the Local Storage collection
- Method **key()**: to return the name of the nth key in the list, or null if n is greater than or equal to the number of key/value pairs in the object

```
// Set values in Local Storage
localStorage.name = "Ricardo"
localStorage.age = "45"
localStorage.country = "Portugal"

// Iterate over the Local Storage collection of key pairs
for (let i = 0; i < localStorage.length; i++) {
  const key = localStorage.key(i)
  console.log(`${key} -> ${localStorage.getItem(key)}`);
}

// CONSOLE
// name -> Ricardo
// age -> 45
// country -> Portugal
```

Local Storage size

Get the key given its position in Local Storage

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Iterate over the Local Storage
- Property **length**: to obtain the size of the Local Storage collection
- Method **key()**: to return the name of the nth key in the list, or null if n is greater than or equal to the number of key/value pairs in the object

```
// Set values in Local Storage
localStorage.name = "Ricardo"
localStorage.age = "45"
localStorage.country = "Portugal"

// Iterate over the Local Storage collection of key pairs
for (let i = 0; i < localStorage.length; i++) {
  const key = localStorage.key(i)
  console.log(`${key} -> ${localStorage.getItem(key)}`);
}
```

Local Storage size

key given its  
Local Storage

Key	Value
name	Ricardo
age	45
country	Portugal

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Iterate over the Local Storage
    - ... or just get the “own” keys with `Object.keys` and then loop over them if needed:

```
localStorage.name = "Ricardo";  
localStorage.age = "45";  
localStorage.country = "Portugal";  
  
let keys = Object.keys(localStorage);  
for (let key of keys) {  
  console.log(`${key} -> ${localStorage.getItem(key)}`);  
}
```



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Clean Up actions
    - Method `removeItem("key")`: removes the key/value pair with the given key from the Local Storage, if a key/value pair with the given key exists
    - Method `clear()`: empties the all key/value pairs from Local Storage, if there are any

```
// Remove item with key "age"
localStorage.removeItem("age")

// Remove all the items from the Local Storage
localStorage.clear()
```

# Web Data Storage

## 2. Local Storage

- Web Storage API

- Storage event

When the data gets updated in localStorage or sessionStorage, storage event triggers, with properties:

- **key** – the key that was changed (null if .clear() is called).
    - **oldValue** – the old value (null if the key is newly added).
    - **newValue** – the new value (null if the key is removed).
    - **url** – the url of the document where the update happened.
    - **storageArea** – either localStorage or sessionStorage object where the update happened.
  - The event triggers on all window objects where the storage is accessible, **except the one that caused it**
  - That allows different windows from the same origin to exchange messages!

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Only **strings can be stored** in Local Storage
  - Attempting to store a different data type will result in an automatic conversion to string

```
// Store a number instead of a string
localStorage.setItem("year", 2020)
console.log(typeof localStorage.getItem("year")); // string
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Only **strings can be stored** in Local Storage
  - Attempting to store a different data type will result in an automatic conversion to string

```
// Store an object instead of a string
let friend = {
  name: "Maria",
  age: 33
}

localStorage.setItem("myFriend", friend)
console.log(typeof localStorage.getItem("myFriend")); // string

friend = localStorage.getItem("myFriend")
console.log(friend); // "[object Object]"
console.log(friend.name); // undefined
```

# Web Data Storage

## 2. Local Storage

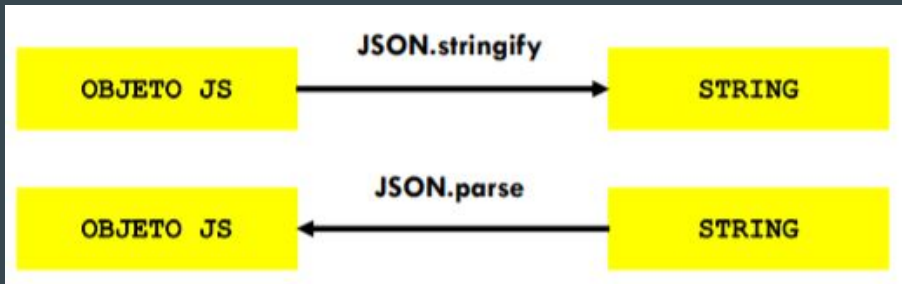
- Web Storage API
  - How can I store an object in LocalStorage and, then, get back the object from LocalStorage?
  - Solution: using the **JSON** object
- What is JSON?
  - JavaScript Object Notation
  - Open standard file format
  - Uses human-readable text to store and transmit data objects consisting of attribute–value pairs and array data types (or any other serializable value)
  - Replacement for XML in AJAX systems



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - How can I store an object in LocalStorage and, then, get back the object from LocalStorage?
  - Solution: using 2 methods from JSON object
    - **Stringify** - takes a JavaScript object and transforms it into a JSON string
    - **Parse** - takes a JSON string and transforms it into a JavaScript object



# Web Data Storage

## 2. Local Storage

- Web Storage API

```
// Set a new object
let friend = {
  name: "Maria",
  age: 33
}
console.log(friend);

// Stringify the object
const friendStr = JSON.stringify(friend)
console.log(friendStr);

console.log(JSON.parse(friendStr));
```

stringify method

parse method

# Web Data Storage

## 2. Local Storage

- Web Storage API

```
// Set a new object
```

```
let friend = {  
  name: "Maria",  
  age: 33  
}
```

```
console.log(friend);
```

▼ {name: "Maria", age: 33}  
age: 33  
name: "Maria"

```
// Stringify the object
```

```
const friendStr = JSON.stringify(friend)
```

```
console.log(friendStr);
```

{"name":"Maria","age":33}

```
console.log(JSON.parse(friendStr));
```

▼ {name: "Maria", age: 33}  
age: 33  
name: "Maria"



# Web Data Storage

## 2. Local Storage

- Web Storage API
  - And although the methods are usually used on objects, they can also be used on arrays
  - Since an array is a special object

```
▼ (3) ["bacon", "letuce", "tomatoes"]  
  0: "bacon"  
  1: "letuce"  
  2: "tomatoes"  
  length: 3
```

This block shows a JavaScript array object. A yellow arrow points from this array to the `JSON.stringify` call in the code block, and another yellow arrow points from the resulting string to the `JSON.parse` call, which then points to the final array object.

```
// Set a new array  
const food = ["bacon", "letuce", "tomatoes"]  
console.log(food);
```

```
const foodStr = JSON.stringify(food)  
console.log(foodStr);
```

```
["bacon","letuce","tomatoes"]
```

```
console.log(JSON.parse(foodStr));
```

```
▼ (3) ["bacon", "letuce", "tomatoes"]  
  0: "bacon"  
  1: "letuce"  
  2: "tomatoes"  
  length: 3
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Example (store data)

Store data in localStorage



```
// Class creation
class User {
  constructor(name, login, pass) {
    this.name = name;
    this.login = login;
    this.pass = pass;
  }
}

// Array creation
const users = [];

// Objects creation
const user1 = new User("Ricardo", "ricky", "12345");
const user2 = new User("Maria", "mary", "54321");
const user3 = new User("Pedro", "peter", "15243");

// Add objects to array
users.push(user1, user2, user3);

// Storage of the array in the Local Storage
localStorage.setItem("usersList", JSON.stringify(users));
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Example (store data)

```
// Class creation
class User {
  constructor(name, login, pass) {
    this.name = name;
    this.login = login;
    this.pass = pass;
  }
}
```

```
// Array creation
const users = [];
```

Key	Value
usersList	[{"name":"Ricardo","login":"ricky","pass":"12345"}, {"name":"Maria","login":"mary","pass":"54321"}, {"name":"Pedro","login":"p..."}]

```
const user3 = new User("Pedro", "peter", "15243");
```

```
// Add objects to array
users.push(user1, user2, user3);
```

```
// Storage of the array in the Local Storage
localStorage.setItem("usersList", JSON.stringify(users));
```

Store data in localStorage

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Example (get data)

Get data from  
localStorage



```
// Array creation
let users = [];

// Verification of a usersList key in the LocalStorage
if (localStorage.getItem("usersList")) {
  // Conversion of the value from string to object (array)
  users = JSON.parse(localStorage.getItem("usersList"));
}

// Show in the console de array users
console.log(users);
```

# Web Data Storage

## 2. Local Storage

- Web Storage API
  - Example (get data)

Get data from  
localStorage



```
// Array creation
let users = [];

// Verification of a usersList key in the LocalStorage
if (localStorage.getItem("usersList")) {
  // Conversion of the value from string to object (array)
  users = JSON.parse(localStorage.getItem("usersList"));
}

// Show in the console
console.log(users);
```

▼ (3) [{...}, {...}, {...}] ⓘ

- ▶ 0: {name: "Ricardo", login: "ricky", pass: "12345"}
- ▶ 1: {name: "Maria", login: "mary", pass: "54321"}
- ▶ 2: {name: "Pedro", login: "peter", pass: "15243"}

length: 3

# Web Data Storage

## 2. Local Storage

- Advantages
  - Supported in almost all the browsers, including iOS and Android. The best part is IE8 onward supports it
  - Very simple, easy to use!
- Drawbacks
  - Synchronous
  - Supports only string format
  - Serialization-deserialization is a costly process. Makes things slower
  - Searching is never optimum; may have a visible performance drop in case of large data
- Other Solutions
  - IndexedDB API

# Web Data Storage

## 2. Local Storage

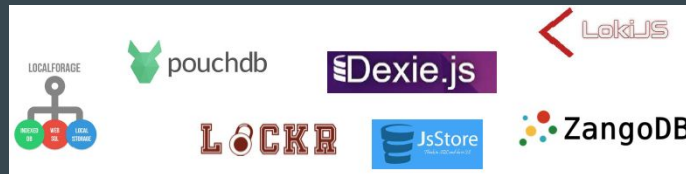
- Challenges

1. Store the name of a selected school when the user press a button
2. Store the background color of a page selected by user
3. Set a database movie for users storing their names, favorites titles and scores

# Web Data Storage

## 2. Local Storage

- Libraries
  - Foster the use of the API implementations
  - Source of the best JavaScript libraries, frameworks, and plugins
    - <https://www.javascripting.com/>
  - Storage libraries
    - Usually wrappers for the previous studied APIs
    - More popular: Lockr, LocalForage and Dexie





# Web Data Storage

## 2. Local Storage

- Libraries (Lockr)
  - A wrapper for LocalStorage
  - Redis-like API
  - 2.5 kb
  - Free, Open Source
  - <https://github.com/tsironis/lockr>



```
<script src="/path/to/lockr.js" type="text/javascript"></script>
...

// Set data
Lockr.set('users', [{name: 'John Doe', age: 18}, {name: 'Jane Doe', age: 19}]);

// Get data
Lockr.get('users');

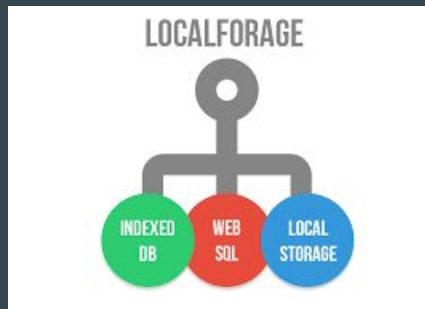
// Return all saved values & objects in a Array
Lockr.getAll();

// Adds a unique value to a particular set under a hash key
Lockr.sadd("wat", 1);
Lockr.sadd("wat", 2);
Lockr.sadd("wat", 1);
Lockr.smembers("wat"); // [1, 2]
```

# Web Data Storage

## 2. Local Storage

- Libraries (LocalForage)
  - A wrapper for client side storage
  - Uses IDB, WebSQL and LocalStorage
  - Async/Promise based API
  - Free, Open Source
  - <https://mozilla.github.io/localForage>



```
<script src="localforage.js"></script>

localforage.iterate(function(value, key, iterationNumber) {
  console.log([key, value]);
}).then(function() {
  console.log('Iteration has completed');
}).catch(function(err) {
  // This code runs if there were any errors
  console.log(err);
});
```

# Web Data Storage

## 2. Local Storage

- Libraries (Dexie)
  - A wrapper for IDB
  - Much simpler API
  - Only ~16k minified and gzipped
  - Promise compatible
  - Free, Open Source
  - <http://www.dexie.org>



```
// Make a database connection
var db = new Dexie('MyDatabase');

// Define a schema
db.version(1).stores({friends: 'name, age'});

// Open the database
db.open().catch(function(error) {
  alert(error);
});

// Run some queries
db.friends
  .where('age')
  .above(75)
  .each(function (friend) {
    console.log (friend.name);
  });

// or add new friends
db.friends.add({
  name: 'Camilla',
  age: 25
});
```

# Web Data Storage

## 2. Local Storage

- Browser database comparison
  - <http://nolanlawson.github.io/database-comparison/>

### Browser database comparison



#### Database

- |                                               |                                            |
|-----------------------------------------------|--------------------------------------------|
| <input type="radio"/> Regular object          | <input type="radio"/> LocalStorage         |
| <input type="radio"/> ES6 Map                 | <input type="radio"/> WebSQL               |
| <input type="radio"/> ES6 Set                 | <input type="radio"/> IndexedDB            |
| <input type="radio"/> Immutable Map           | <input type="radio"/> LokiJS               |
| <input type="radio"/> Immutable Set           | <input type="radio"/> PouchDB              |
| <input type="radio"/> Immutable List          | <input type="radio"/> PouchDB (WebSQL)     |
| <input type="radio"/> Immutable#FromJS        | <input type="radio"/> LocalForage          |
| <input type="radio"/> Immutable Map#mergeDeep | <input type="radio"/> LocalForage (WebSQL) |
|                                               | <input type="radio"/> Dexie                |

#### Number of docs

- ☒ 1000
- ☐ 10000
- ☐ 100000

#### Environment

- ☒ Normal
- ☐ Web worker
- ☐ Web worker w/ cloned data

Insert docs

Clear all

# Web Data Storage

## References

- W3Schools: <http://www.w3schools.com/>
- Mozilla Developer Network: [https://developer.mozilla.org/en-US/docs/Web/API/Web\\_Storage\\_API](https://developer.mozilla.org/en-US/docs/Web/API/Web_Storage_API)
- Alligator: <https://alligator.io/js/>

# Web Data Storage



Questions?

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