JavaScript Exercise

# The objective

The idea of this exercise is that you learn how to use web storage in your applications.

# Exercise

Use myscript.js file to complete next tasks.

1. In previous task you created an object for storing the fact and details. The problem was that the data is stored just for one session. When user append something on the table and then refreshes the browser the data disappears. Now your task is to use localStorage to store the data permanently in user browser. The idea is that whenever user pushes the Save Fact button the data is stored in your object AND is saved in localStorage. When user comes back in your web page the data is retrieved from the localStorage and the table data is constructed form that. This is a little bit more “worky” task, but don’t think that, try to focus to solve the problem. You also have to take in account, that there are these static items also in table which are not inserted by user, they are constructed in your markup. Now, there is a catch. You can only store strings in localStoarge, not objects, but there is a workaround…you can store objects by stringify them like this: locaStorage.setItem(‘someObject’,JSON.stringify(object)) and then when you retrieve it you can make an object representation from it using:

var stringObject = localStorage.getItem(‘someObject’);

var realObject = JSON.parse(stringObject);

Ask help if you stuck for too long time.