# MIND HUB.



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## Local Storage

As we have seen throughout this module, using **html**, **css** and **JavaScript** we develop multi-page applications.

With the development of this type of applications, we observed that at the moment that the user navigates between its pages the same ones are reloaded, together with the reload of the html to the js file also happens the same thing to him and consequently the variables that this one has declared are restarted to its initial state of declaration.

So how can we make sure that the information can survive this reload and be used in another page of the application?

#### ─LocalStorage

**LocalStorage** is a storage space in the memory of our browser, linked to the url that created it and persists in this until it is deleted by the user by a method or manually.

This was incorporated in HTML5 because of the need to evolve from web pages to web applications.

To be stored it uses a key-value model, very similar to a variable, and in it we can store any type of data supported by JS (string, number, boolean, object, array).

Within the memory space of our web browser, we have different tools, such as sessionStorage (lasts as long as the window is open) or cookies (among other things we can incorporate a duration time).

#### →Methods

To use localStorage we have a series of methods that allow us to create, modify, consult or delete it.

	Method	Description
Create	localStorage.setItem("clave",valor)	Saves an element in the local Storage, assigning it a key.
Get	localStorage.getItem("clave")	Searches the LocalStorage for the element whose key matches the parameter sent to the method.
Delete	localStorage.removeItem("clave")	Removes from the LocalStorage the element whose key matches the parameter sent to the method.
Delete All	localStorage.clear()	Deletes everything stored in LocalStorage.

