Documentation for Week 5

# Local Storage API, Storing and Retrieving Simple Data, Arrays, Associative Arrays, and Objects

## Local Storage API

Window.localStorage

localStorage is read-only allows access to a Storage object for the Document’s origin.

Stored data is saved across browser sessions.

localStorage is similar to sessionStorage, except localStorage has no expiration date.

### Syntax

Methods of localStorage and sessionStorage:

* .setItem(key, value);
* .getItem(key)
* .removeItem(key)
* .clear()
* .key(index)
* .length

myStorage = window.localStorage;

localStorage.seItem(‘myValentine’, ‘Caren’)

var valentine = localStorage.getItem(“myValentine”);

localStorage.removeItem(“myValentine”);

<https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage>

<https://www.w3schools.com/html/html5_webstorage.asp>

## JavaScript Objects

Objects are also variables but they can hold many values.

var dog = {

breed:“Chihuahua”,

gender:“female”,

house\_trained:“true”

};

JavaScript objects contain named values called properties or methods.

A method is a function definition stored as a property value.

Spaces and line breaks are not important, and an object definition can span multiple lines.

Properties can be accessed by:

objectName.propertyName;

dog.breed = Pug;

dog.name = Bear;

dog.house\_trained = true;

or

objectName[“propertyName”];

Methods are accessed by:

objectName.methodName();

dog.walk();

dog.eat();

dog.sleep();

<https://www.w3schools.com/js/js_objects.asp>