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# M4Q DataSet

Store arbitrary data associated with the matched elements or specified element.

## About

M4Q contains methods for data, associated with elements. These methods allow us to associate arbitrary data with specific DOM elements.

## \$.hasData()

Determine whether an HTMLElement has any `m4q` data associated with it. If there is no data object associated with an element, the method returns false; otherwise it returns true.

```
var elem = $('#elem')[0];
if ( $.hasData(elem ) {
    console.log("Element has a data");
}
```

## \$.data()

Store arbitrary data associated with the specified HTMLElement and/or return the value that was set.

This is a low-level method; a more convenient `$(...).data()` is also available.

```
$.data( document.body, "foo", 52 );
$.data( document.body, "bar", "test" );
```

## \$.removeData()

Remove a previously-stored piece of data for HTMLElement.

This is a low-level method; a more convenient `$(...).removeData()` is also available.

```
$.removeData( document.body, "foo");
```

## \$(...).data()

Store arbitrary data associated with the matched elements or return the value at the named data store for the first element in the set of matched elements.

```
$( "body" ).data( "foo", 52 );
$( "body" ).data( "bar", { isManual: true } );
$( "body" ).data( "baz", [ 1, 2, 3 ] );
console.log( $( "body" ).data( "foo" ) ); // Outputs: 52
console.log( $( "body" ).data(0) ); // Outputs: { foo: 52, bar: { isManual: true }, baz: [ 1, 2, 3 ] }
```

## \$(...).removeData()

Remove a previously-stored piece of data for the matched elements. The `.removeData()` method allows us to remove values that were previously set using `.data()`. When called with the name of a key, `.removeData()` deletes that particular value. When called with no arguments, `.removeData()` removes all values.

```
$( "body" ).removeData( "foo" ); // remove data with key foo
$( "body" ).removeData( ); // remove all stored data
```

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