

Lab-Assignment

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T.1-Develop prototype 3 continuing with the last lab. Confirm that the app now remembers

your list even after a page refresh.

Code -

```
<!DOCTYPE html>

<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Shopping List</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      margin: 0;
      padding: 0;
      background-color: #f4f4f4;
    }

    .container {
      max-width: 600px;
      margin: 50px auto;
      background-color: #fff;
      padding: 20px;
      border-radius: 5px;
      box-shadow: 0 2px 5px rgba(0, 0, 0, 0.1);
    }

    input[type="text"] {
      width: 70%;
      padding: 10px;
      margin-right: 10px;
    }

    button {
      padding: 10px 20px;
```

```

background-color: #4caf50;
color: #fff;
border: none;
cursor: pointer;
}

ul {
list-style-type: none;
padding: 0;
}

li {
margin: 10px 0;
}

button.delete {
background-color: #f44336;
}

</style>
</head>
<body>
<div class="container">
<h1>Shopping List</h1>
<input type="text" id="itemInput" placeholder="Enter an item">
<button onclick="addItem()">Add Item</button>
<ul id="itemList"></ul>
</div>
<script >
document.addEventListener("DOMContentLoaded", function() {
loadItems();
});

function addItem() {
var itemInput = document.getElementById("itemInput");
var item = itemInput.value.trim();
if (item !== "") {
var itemList = JSON.parse(localStorage.getItem("shoppingList")) || [];
itemList.push(item);
localStorage.setItem("shoppingList", JSON.stringify(itemList));
displayItems();
itemInput.value = "";
}
}

```

```

function deleteItem(index) {
    var itemList = JSON.parse(localStorage.getItem("shoppingList")) || [];
    itemList.splice(index, 1);
    localStorage.setItem("shoppingList", JSON.stringify(itemList));
    displayItems();
}

function displayItems() {
    var itemList = JSON.parse(localStorage.getItem("shoppingList")) || [];
    var itemListContainer = document.getElementById("itemList");
    itemListContainer.innerHTML = "";
    itemList.forEach(function(item, index) {
        var li = document.createElement("li");
        li.textContent = item;
        var deleteButton = document.createElement("button");
        deleteButton.textContent = "Delete";
        deleteButton.classList.add("delete");
        deleteButton.onclick = function() {
            deleteItem(index);
        };
        li.appendChild(deleteButton);
        itemListContainer.appendChild(li);
    });
}

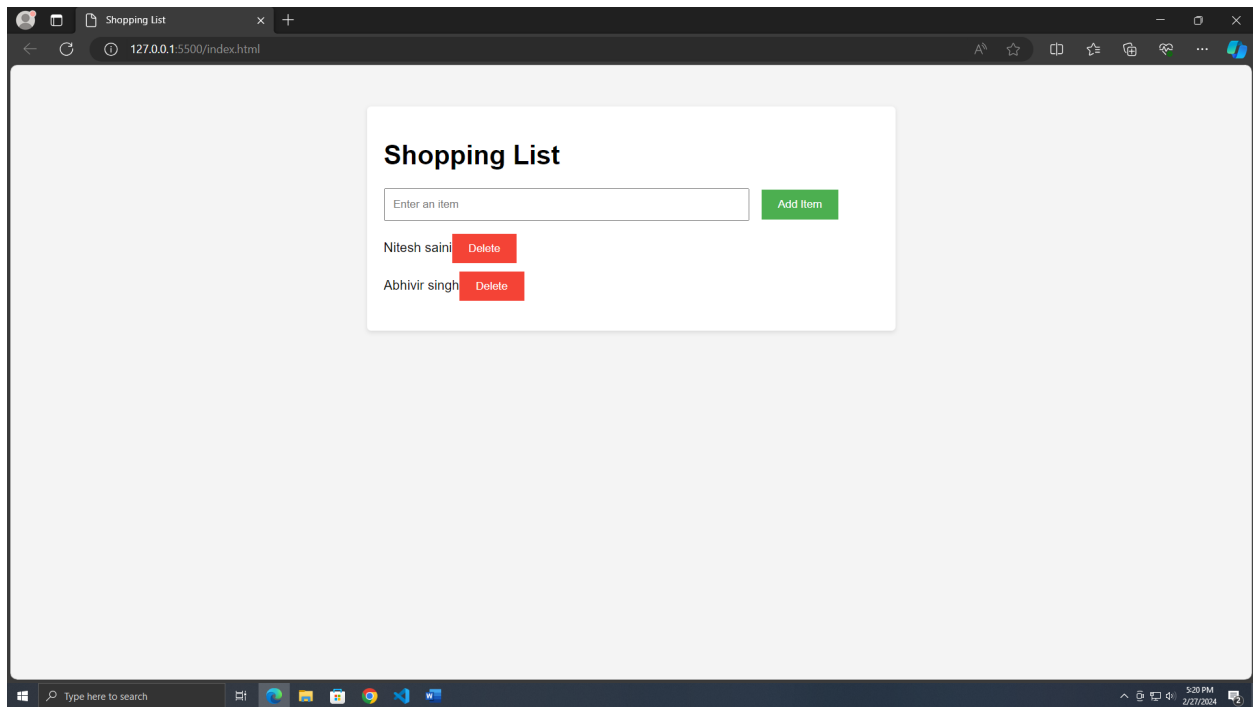
function loadItems() {
    if (localStorage.getItem("shoppingList")) {
        displayItems();
    }
}

</script>
</body>
</html>

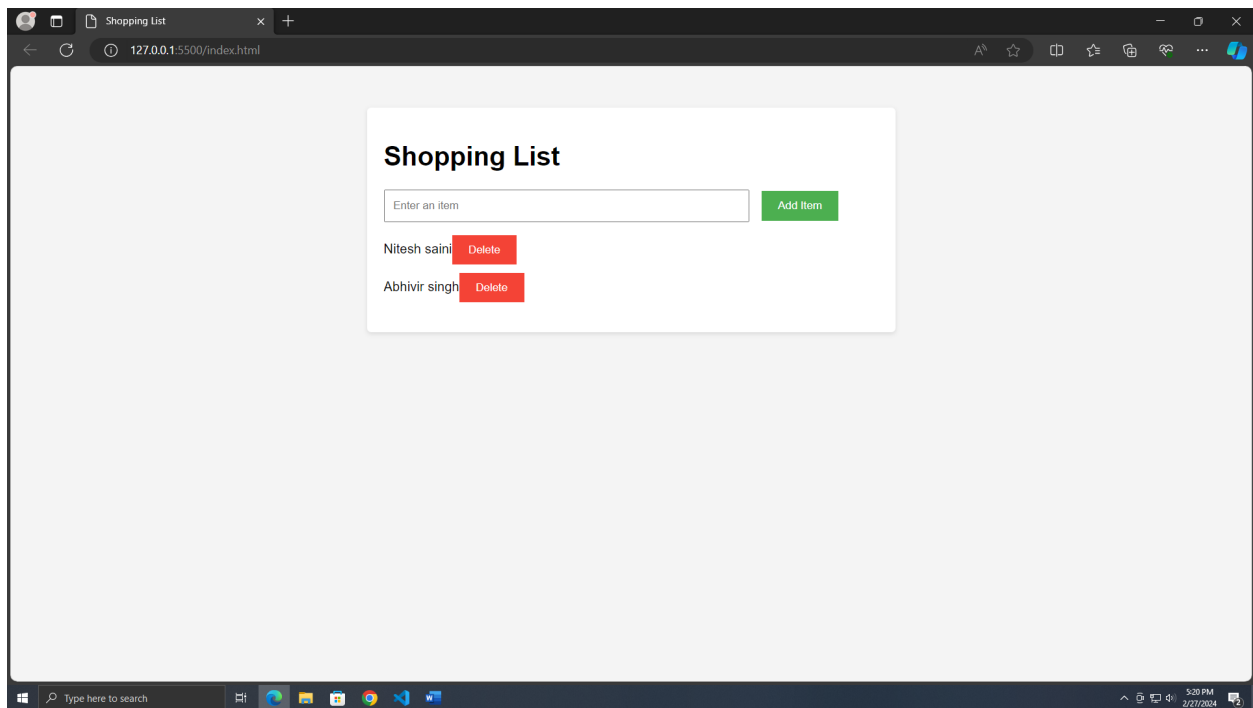
```

Output-

Before Refresh



After Refreshing



T.2-Create a local storage that saves the number of times you have accessed the page and

displays it.

Code-

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Page Access Count</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      margin: 0;
      padding: 0;
      background-color: #f4f4f4;
    }

    .container {
      max-width: 600px;
      margin: 50px auto;
      background-color: #fff;
      padding: 20px;
      border-radius: 5px;
      box-shadow: 0 2px 5px rgba(0, 0, 0, 0.1);
    }
  </style>
</head>
<body>
  <div class="container">
    <h1>Page Access Count</h1>
    <p id="accessCount"></p>
  </div>
  <script>
    document.addEventListener("DOMContentLoaded", function() {
      // Increment and save the page access count
      var pageAccessCount = parseInt(localStorage.getItem("pageAccessCount")) || 0;
      pageAccessCount++;
      localStorage.setItem("pageAccessCount", pageAccessCount);

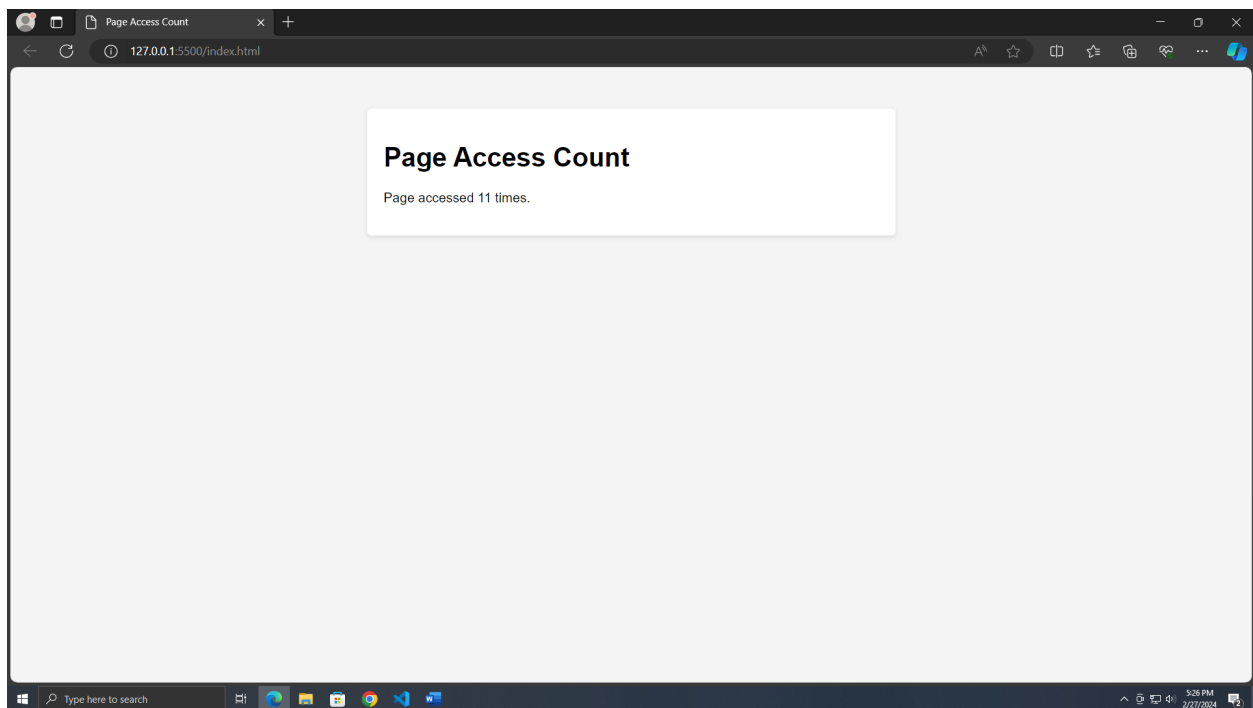
      // Display the page access count
      displayPageAccessCount(pageAccessCount);
    });

    function displayPageAccessCount(count) {
```

```
var accessCountElement = document.getElementById("accessCount");
accessCountElement.textContent = "Page accessed " + count + " times.";
}

</script>
</body>
</html>
```

Before Refreshing



After refreshing

