

WDD330 - Web development

Local Storage

- Local Storage = locally storing data in your web browser so you can use it later.

- Saving text in your browser so you won't lose it.

Const: Constant / never changing

```
JS main.js > ...  
1 const storageInput = document.querySelector('.storage');  
2 const text = document.querySelector('.text');  
3 const button = document.querySelector('.button');
```

These are variables

NAME OF VARIABLE

TYPE OF FILE

NAME THIS
WHAT EVER YOU WANT

The image shows a development environment with VS Code on the left and a web browser on the right. The VS Code editor displays the following code in `main.js`:

```
JS main.js > storageInput.addEventListener('input') callback  
1 const storageInput = document.querySelector('.storage');  
2 const text = document.querySelector('.text');  
3 const button = document.querySelector('.button');  
4  
5 storageInput.addEventListener('input', letter => {  
6   text.textContent = letter.target.value;  
7 })
```

Handwritten annotations in blue and green ink explain the code:

- CALL THIS** points to the `storageInput.addEventListener` call.
- LISTENS TO WHATS CALLED "storageInput"** points to the event listener.
- letter/let** points to the `letter` parameter in the arrow function.
- Include THIS** points to the `letter.target.value` property.
- SAME VARIABLE** points to the `text` variable on line 6.
- INCLUDE THIS FOR THESE TO BE THE SAME** points to the `text` variable on line 6.
- THIS IS THE NEW CONTEXT BEING ENTERED** points to the `letter.target.value` property.

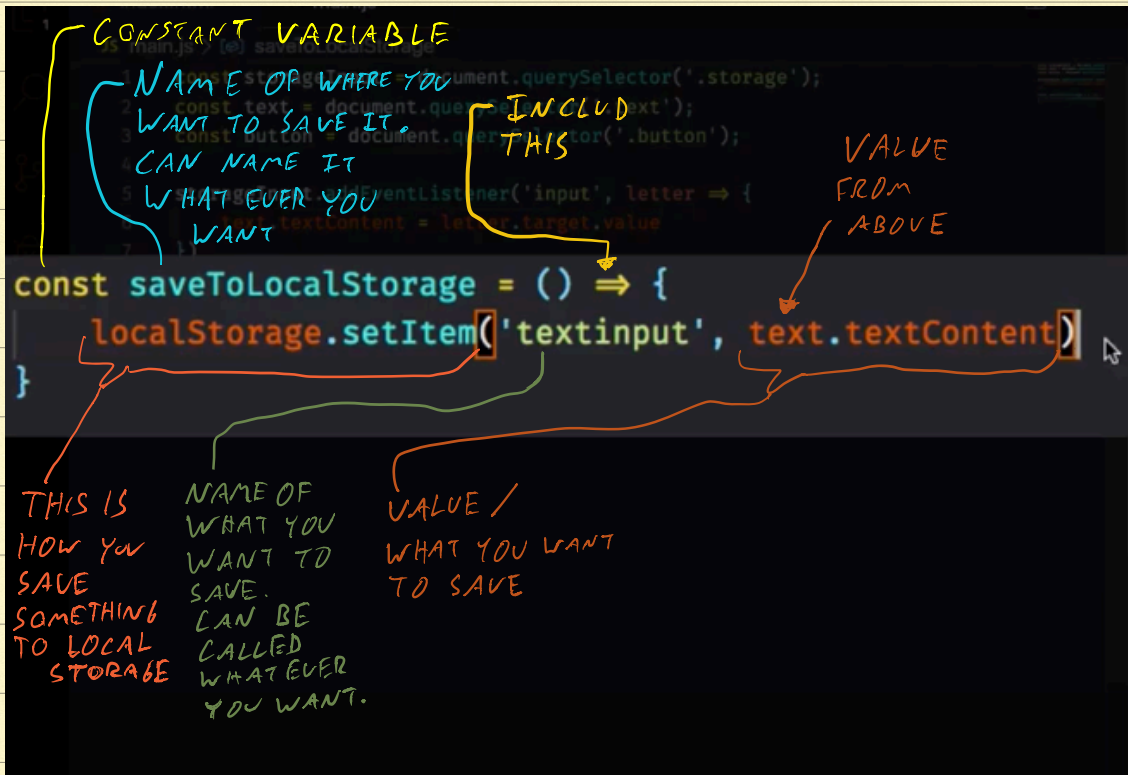
The web browser on the right shows a simple form with a text input containing "Hello", a label "Text", and a "Save" button.

QUESTIONS:

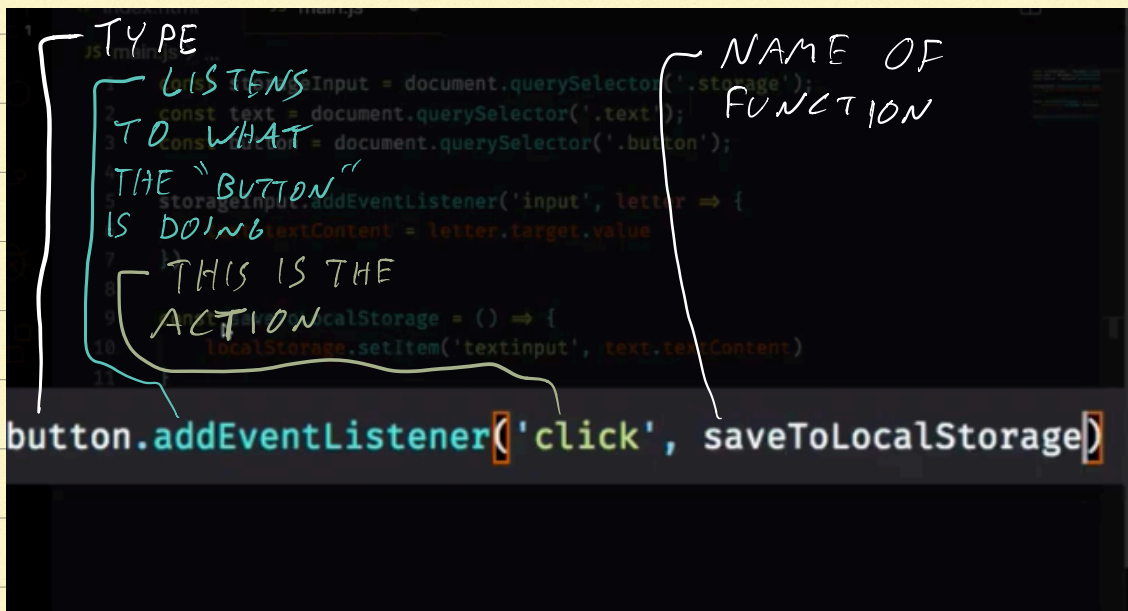
- NEED TO ASK ABOUT
COLORING CODE TO
READ CODE BETTER

- ALSO NEED HELP
SETTING UP PORTFOLIO

THIS IS A FUNCTION

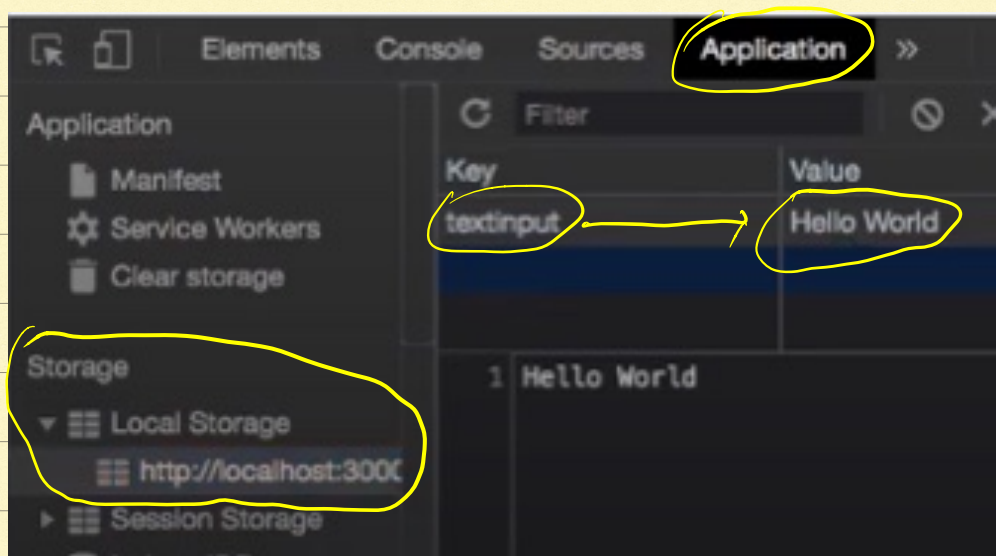


THIS MAKES THE FUNCTION WORK



HOW TO CHECK IF IT IS SAVED

- Go to your inspector tool
- Application, Storage, Local Storage, Open the domain (http:)



How TO GET ALREADY STORED INPUT

ADD THIS VARIABLE

```
const storedInput = localStorage.getItem('textInput')  
  
if(storedInput) {  
  text.textContent = storedInput  
}
```

IF STATEMENT
IS TRUE,
THEN PROCEED

One of the
Variables