

# CSIT884 Web Development

Lecture 12 – Client-Side Storage

## Client-Side Web Storage

- Store data on the client side, instead of the server
- Make the web application available offline
- The storage is per origin (protocol + domain + port)
- Simple storage: data is stored in name/value pair

#### 2 types of storage:

- localStorage: a single persistent object which stores data with no expiration date
- **sessionStorage**: stores data for one session only, data is cleared when the browser tab is closed.



## Client-Side Web Storage

Checking if the browser supports web storage or not:

```
// return true if local storage is supported
// otherwise return false
function storageSupported() {
if (typeof(Storage) !== "undefined") {
   return true;
 } else {
   return false;
```

## Client-Side Web Storage

Storing and retrieving data from Web Storage:

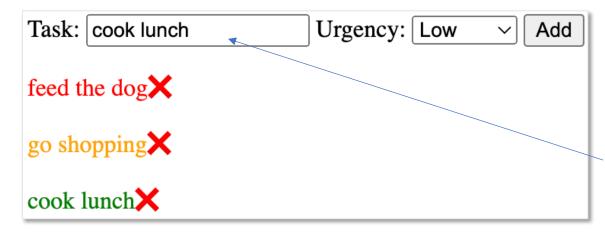
```
// storing data to the localStorage
localStorage.setItem("the-key", "the-value");
// get data from localStorage
var the-value = localStorage.getItem("the-key");
Removing data from Web Storage:
// removing data to the localStorage
localStorage.removeItem("the-key");
```

We want to create a web application where the user can create a to-do-list and save it to the local storage.

We will store the JSON of the task list into the local storage.

Task: cook lunch	Urgency: Low	∨ Add
feed the dog		
go shopping X		
cook lunch		

#### Design the HTML elements



a text field for user to enter task description

```
<input type="text" id="task" />
```

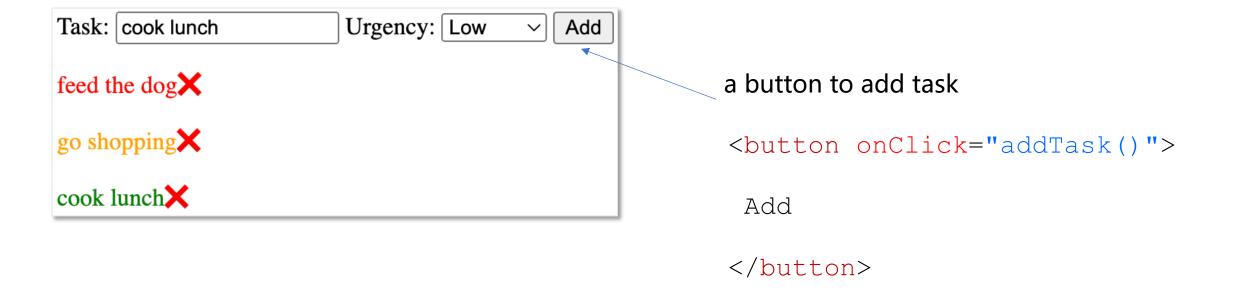
#### Design the HTML elements



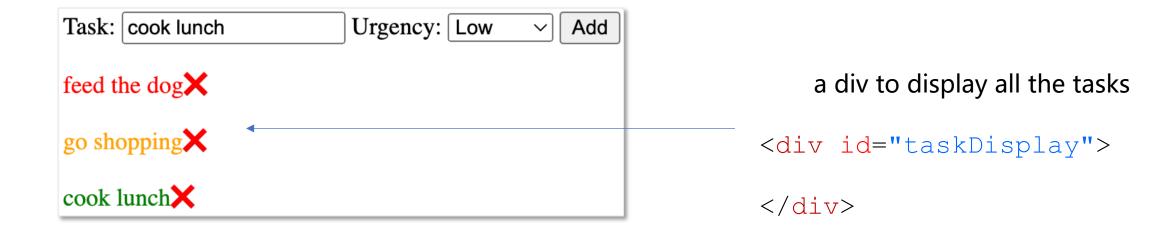
a selection for user to select task urgency

```
<select id="urgency">
  <option value="High">High</option>
  <option value="Medium">Medium</option>
  <option value="Low"
  selected="selected">Low</option>
  </select>
```

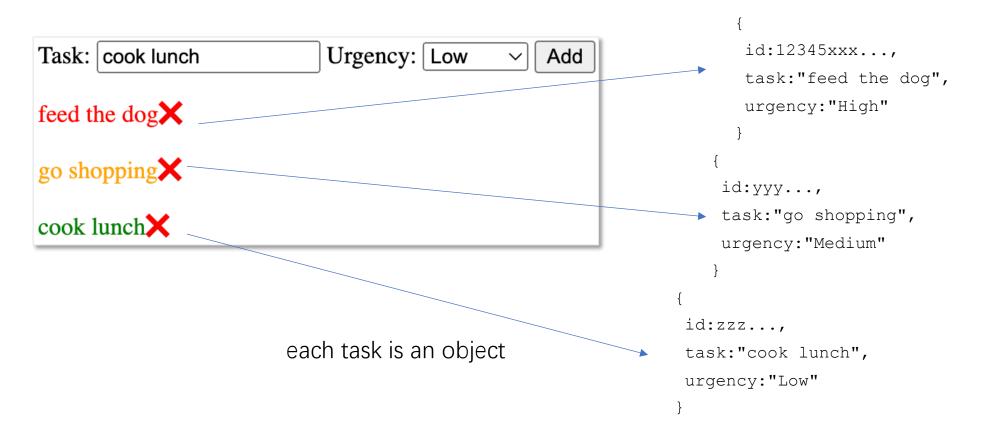
#### Design the HTML elements



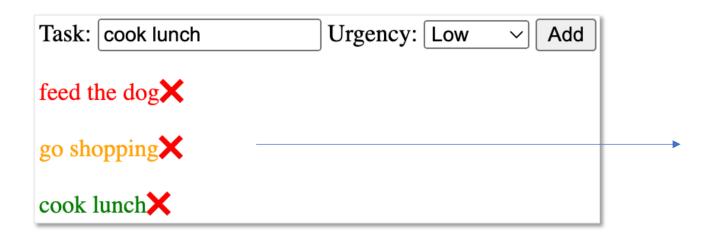
#### Design the HTML elements



Design the data structure



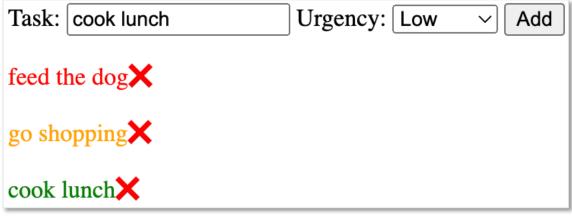
Design the data structure



store all tasks into an array variable

```
id:12345xxx...,
task: "feed the dog",
urgency: "High"
id:yyy...,
task: "go shopping",
urgency: "Medium"
id:zzz...,
task: "cook lunch",
urgency: "Low"
```

#### Design the data structure



#### store all tasks into an array variable

```
// list of tasks

// each task is an object that contains:

// {

// id: the task id (the time when task created)

// task: the task name

// urgency: the task urgency (High, Medium, or Low)

// }

var toDoList = [];
```

#### Design the local storage

#### translate task array into JSON string

```
toDoList
                                                             toDoListJSON
                                                     "id":12345xxx...,
id:12345xxx...,
                                                     "task": "feed the dog",
task: "feed the dog",
urgency: "High"
                                                     "urgency": "High"
                                                     "id":yyy...,
id:yyy...,
                                                     "task": "go shopping",
task: "go shopping",
                                                     "urgency": "Medium"
urgency: "Medium"
                                                     "id":zzz...,
id:zzz...,
task:"cook lunch",
                                                     "task": "cook lunch",
urgency: "Low"
                                                     "urgency": "Low"
```

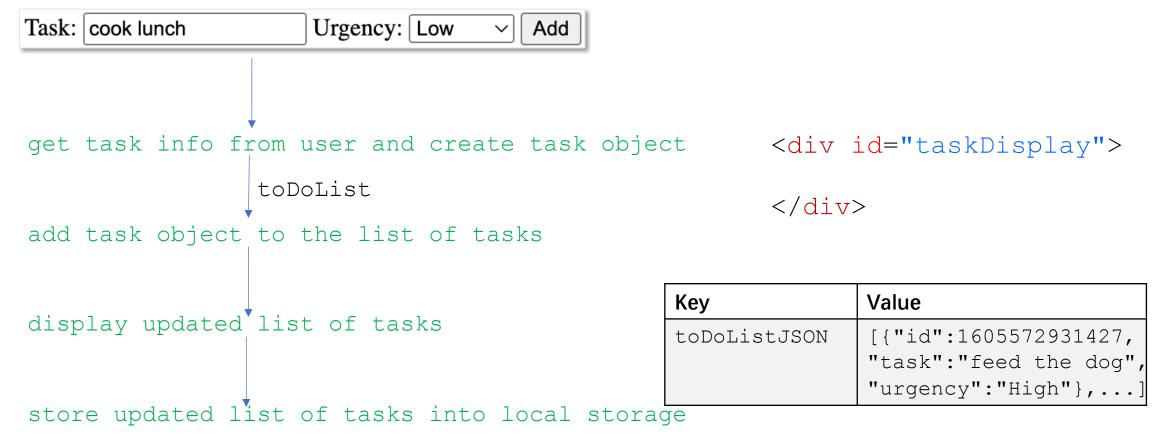
#### Design the local storage

store JSON string into local storage

```
toDoListJSON
"id":12345xxx...,
"task": "feed the dog",
"urgency": "High"
},
"id":yyy...,
"task": "go shopping",
"urgency": "Medium"
"id":zzz...,
"task": "cook lunch",
"urgency": "Low"
```

Key	Value
toDoListJSON	[{"id":1605572931427,
	"task":"feed the dog",
	"urgency":"High"},]

#### Function: Add a task



Function: Add a task

```
Task: | cook lunch
                         Urgency: Low
                                            Add
function addTask() {
 // get task info from user and create task object
 var taskObj = createTask();
 // add task object to the list of tasks
 toDoList.push(taskObj);
 // display updated list of tasks
 displayTasks();
 // store updated list of tasks into local storage
 saveTasksToLocal();
```

Function: Create a task Task: cook lunch

```
Task: cook lunch Urgency: Low V Add
```

```
function createTask() {
 // get task info from user
var taskTf = document.getElementById("task");
var taskName = taskTf.value;
var urgencySelect = document.getElementById("urgency");
var taskUrgency = urgencySelect.value;
 // create task object
var taskObj = {};
var currentDate = new Date();
taskObj.id = currentDate.getTime();
taskObj.task = taskName;
taskObj.urgency = taskUrgency;
 // return task object
 return taskObj;
```

```
Task: cook lunch Urgency: Low V Add
```

```
function displayTasks() {
// construct the html contains all the tasks
var html = "";
// use for loop to go through all the tasks
 for(var i=0; i < toDoList.length; i++) {</pre>
 var taskObj = toDoList[i];
 var taskHTML = getTaskHTML(taskObj);
 html = html + taskHTML;
 // display tasks in the DIV
var displayDiv = document.getElementById("taskDisplay");
displayDiv.innerHTML = html;
```

```
Task: feed the dog Urgency: High ✓ Add feed the dog X
```

```
function getTaskHTML(taskObj) {
 // construct the html for displaying the task
var html = "";
 // task description in color
 var taskDesc = getTaskDescriptionHTML(taskObj);
html += taskDesc;
 // task button
var taskButton = getTaskDeleteButtonHTML(taskObj);
html += taskButton;
html += "";
 return html;
```

```
function getTaskDescriptionHTML(taskObj) { | Task: | feed the dog
                                                              Urgency: High
// using different color for the urgency
                                            feed the dog
var desc = "";
 if (taskObj.urgency == "High") {
   desc = "<span style='color:red;'>" + taskObj.task + "</span>";
 else if (taskObj.urgency == "Medium") {
   desc = "<span style='color:orange;'>" + taskObj.task + "</span>";
 else if (taskObj.urgency == "Low") {
   desc = "<span style='color:green;'>" + taskObj.task + "</span>";
 return desc;
```

```
Task: feed the dog Urgency: High ✓ Add feed the dog ★
```

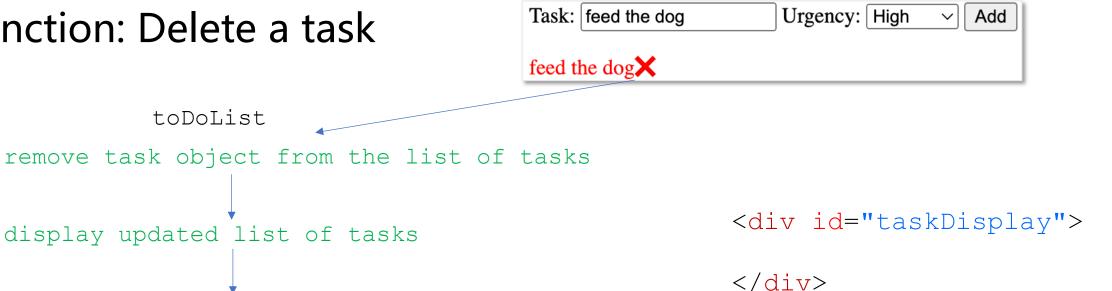
```
function getTaskDeleteButtonHTML(taskObj) {
var deleteEmoji = "❌";
var deleteButton = "<span onClick='deleteTask(" + taskObj.id + ")'>"
+ deleteEmoji + "</span>";
return deleteButton;
function deleteTask(taskId) {
```

Function: Delete a task

toDoList

display updated list of tasks

store updated list of tasks into local storage



Key	Value
toDoListJSON	[{"id":1605572931427,
	"task":"feed the dog",
	"urgency":"High"},]



#### Function: Delete a task

```
feed the dog
function deleteTask(taskId) {
 // remove task object from the list of tasks
 // search for task id
 for(var i=0; i < toDoList.length; i++) {</pre>
   var taskObj = toDoList[i];
   if (taskObj.id == taskId) {
     // delete task out of the task array
     toDoList.splice(i, 1);
 // display updated list of tasks
displayTasks();
 // store updated list of tasks into local storage
 saveTasksToLocal();
```

Add

Urgency: High

Task: feed the dog

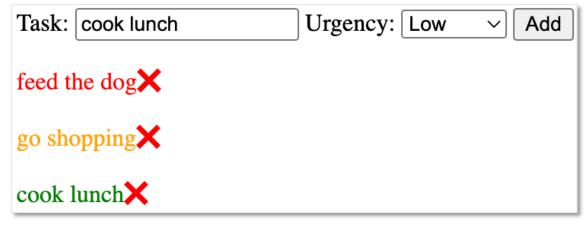
Function: Save tasks to local storage

```
toDoList

translate task array into JSON string
toDoListJSON
```

store JSON string into local storage

Key	Value
toDoListJSON	[{"id":1605572931427, "task":"feed the dog", "urgency":"High"},]



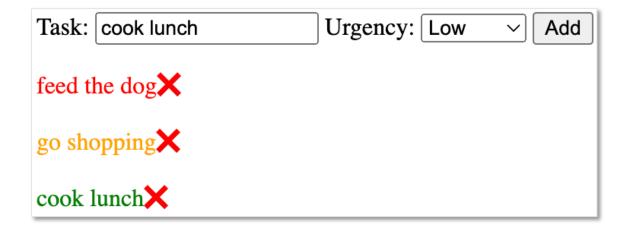
#### Function: Save tasks to local storage

```
function saveTasksToLocal(){
 // check if local storage supported
 if (storageSupported()) {
  // translate task array into JSON string
  var toDoListJSON = JSON.stringify(toDoList);
  // store JSON string into local storage
  localStorage.setItem( "toDoListJSON" , toDoListJSON);
                                                        Urgency: Low
                                    Task: | cook lunch
                                                                       Add
                                    feed the dog
                                    go shopping X
                                    cook lunchX
```

#### Function: Save tasks to local storage

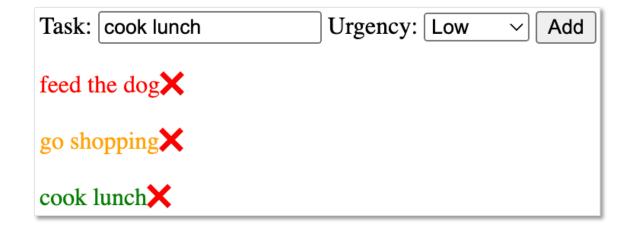
```
// return true if local storage is supported
// otherwise return false
function storageSupported() {
 if (typeof(Storage) !== "undefined") {
   return true;
 } else {
   return false;
                                                          Urgency: Low
                                     Task: | cook lunch
                                                                         Add
                                     feed the dog
                                     go shopping X
                                     cook lunchX
```

Function: Load tasks



What happens when the user closes the website and then comes back on another day?

Function: Load tasks

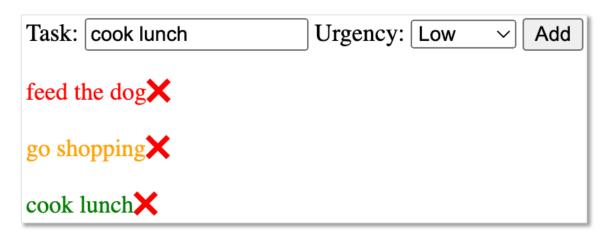


What happens when the user closes the website and then comes back on another day?

When the website loaded, we need to read the local storage for the saved list of tasks and then we need to display this saved list of tasks.

#### Function: Load tasks

Key	Value
toDoListJSON	[{"id":1605572931427, "task":"feed the dog", "urgency":"High"},]



```
read saved JSON from local storage

toDoListJSON

translate JSON string to task array

toDoList

display list of tasks

<div id="taskDisplay">
</div>
```

#### Function: Load tasks

```
go shopping X
<body onLoad="loadTasks()">
                                     cook lunch
function loadTasks() {
 // check if local storage supported
 if (storageSupported()) {
  // read saved JSON from local storage
  var toDoListJSON = localStorage.getItem("toDoListJSON");
  // translate JSON string to task array
  if (toDoListJSON != null) {
    toDoList = JSON.parse(toDoListJSON);
  // display list of tasks
  displayTasks();
```

Task: | cook lunch

feed the dog

Urgency: Low

Add

#### References

- https://www.w3.org/TR/webstorage/
- https://developer.mozilla.org/en-US/docs/Web/API/Web\_Storage\_API