

## WEBTECH LAB-7

By: - Utkarsh Raj(22CS2024)

Q. Develop prototype 3 continuing with the last lab. Confirm that the app now remembers your list even after a page refresh.

```
<!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;
    }
  </style>
</head>
<body>
  <div class="container">
    <input type="text" value="" />
    <button type="button" value="Add" />
  </div>
</body>
</html>
```

```
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>
```

```

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

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

li {
  margin: 10px 0;
}

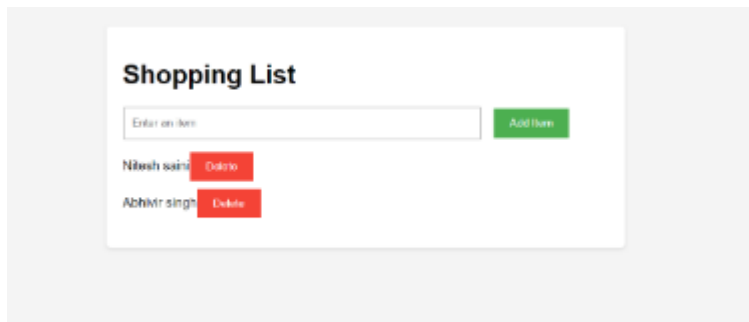
button.delete {
  background-color: #f44336;
}

</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();
    });

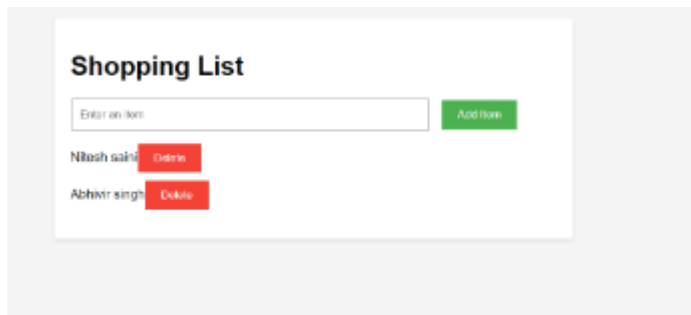
    function addItem() {
      var itemInput = document.getElementById("itemInput");
      var item = itemInput.value.trim();
      if (item !== "") {
        var itemList = JSON.parse(localStorage.getItem("shoppingList")) || [];
        itemList.push(item);
        localStorage.setItem("shoppingList", JSON.stringify(itemList));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

```

BEFORE REFRESH



AFTER REFRESH



Q. Create a local storage that saves the number of times you have accessed the page and displays it.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-
scale=1.0">
  <title>Page Access Counter</title>
</head>
<body>
  <h1>Page Access Counter</h1>
  <p>This page has been accessed <span id="accessCount">0</span>
times.</p>

  <script>
    function updateAccessCount() {
      if (localStorage.accessCount) {
        localStorage.accessCount = Number(localStorage.accessCount)
+ 1;
      } else {
        localStorage.accessCount = 1;
      }
    }
  </script>
</body>
</html>
```

```
    }  
    document.getElementById("accessCount").textContent =  
localStorage.accessCount;  
  }  
  
  window.onload = updateAccessCount;  
</script>  
</body>  
</html>
```

## Page Access Counter

This page has been accessed 5 times.

## Page Access Counter

This page has been accessed 6 times.