

Let's implement the storage side of a very simple todo application. First, let's create a function called `setup()` which initializes to your local storage two objects:

1. `listName`, which contains the name of the list
2. `todos`, an array of our todos.

Now, let's add a todo! First let's define what this todo object should hold. Probably a title, as well as a state of whether it is done or not.

Now, create a function called `addToDo`, which takes an input for the name of the todo as a parameter. This function should also set the default state of `done` to `false`.

Finally, modify your `localStorage` to save this. First you must get the existing `localStorage` todos. Then add this to that array. Then, update `localStorage` with this new array.

Let's make a function to mark the todo as done called `completeTodo()`. It should again take the title of the todo as a parameter.

This function should retrieve the todos from `localStorage`, find the todo given in the parameter, and update its status to done. It should then persist that back to `localStorage`.

Finally, it should return `true` if it was successful and `false` if not.