Script from:   
<http://nte-serveur.univ-lyon1.fr/nte/html1/kit-nte/Goodies/JavaScript/js_game_react-button.html>

<!-- TWO STEPS TO INSTALL REACTION TIME - BUTTON:

1. Put the designated coding into the BODY of your HTML document

2. Paste the last code into the BODY of your HTML document -->

<!-- STEP TWO: Copy this code into the BODY of your HTML document -->

<HEAD>

<SCRIPT LANGUAGE="JavaScript">

<!-- This script and many more available at The JavaScript Source!! -->

<!-- via the Internet U R L : http://www.compfund.com/javascript/ -->

<!-- Begin

function rnd() {

r1=new Date();

num=Math.round(Math.abs(Math.sin(r1.getTime())\*10000000))%5;

return num;

}

function start() {

if(q==1){return}

c=0;

ad=0;

da=0;

setTimeout("spel()",1000+1000\*rnd());

document.ful.text8.value="wait...";

}

function stop() {

if(da==1){return}

if(ad==1){return}

if(q==1){return}

if(c==0){fusk()}

if(c==0){return}

da=1

rak();

}

function rak() {

slutTime=new Date();

sltid=slutTime.getTime();

tidpo=(sltid-stid)/1000

if (ad==1)tidpo=2;

tidtot=tidtot+tidpo;

as="";if (tidtot<1)as="0"

document.ful.text6.value="Total time: "+as+Math.round(tidtot\*100)/100+" seconds"

as="";if (tidpo<1)as="0"

if(ad==0){

if (k==1)document.ful.text1.value="Reaction time 1: "+as+tidpo+" seconds"

if (k==2)document.ful.text2.value="Reaction time 2: "+as+tidpo+" seconds"

if (k==3)document.ful.text3.value="Reaction time 3: "+as+tidpo+" seconds"

if (k==4)document.ful.text4.value="Reaction time 4: "+as+tidpo+" seconds"

if (k==5)document.ful.text5.value="Reaction time 5: "+as+tidpo+" seconds"

document.ful.text8.value="Push Start";

}

as="";if (tidtot<1)as="0"

document.ful.text6.value="Total time: "+as+Math.round(tidtot\*100)/100+" seconds"

as="";if (tidtot/k<1)as="0"

document.ful.text7.value="Avg. time: "+as+Math.round(tidtot\*10000/(k\*100))/100+" seconds"

if(k>4){

q=1

document.ful.text8.value="Game Over...";

}

}

function spel() {

if (ad==1)return

k=k+1

c=1;

startTime=new Date();

stid=startTime.getTime();

document.ful.text8.value="PUSH STOP!!!";

}

function fusk() {

document.ful.text8.value="Too soon. 2 sec penalty. Push start!"

ad=1

stid=0;

rak();

}

tidtot=0;

k=0;

q=0;

ad=0;

// End -->

</SCRIPT>

<!-- STEP TWO: Copy this code into the BODY of your HTML document -->

<BODY>

<CENTER>

<FORM name="ful">

<INPUT SIZE="30" NAME="text1" value="Reaction time 1:"><br>

<INPUT SIZE="30" NAME="text2" value="Reaction time 2:"><br>

<INPUT SIZE="30" NAME="text3" value="Reaction time 3:"><br>

<INPUT SIZE="30" NAME="text4" value="Reaction time 4:"><br>

<INPUT SIZE="30" NAME="text5" value="Reaction time 5:"><p>

<INPUT SIZE="30" NAME="text6" value="Total time: "><br>

<INPUT SIZE="30" NAME="text7" value="Avg. time: "><p>

<INPUT SIZE="30" NAME="text8" value="Push Start"><br>

<INPUT TYPE="button" VALUE="Start" onClick="start()">

<INPUT TYPE="button" VALUE="STOP" onClick="stop()"><p>

<INPUT TYPE="button" VALUE="New Game" onClick="location='js\_game\_react-button.html'">

</FORM>

</CENTER>

<!-- Script Size: 2857 bytes -->