

```
<!DOCTYPE html>
<html>
<head>
<title>Locolstorage</title>
<script>
function clickCounter() {
if (typeof(Storage) !== "undefined")
{
if (localStorage.clickcount) {
localStorage.clickcount = Number (localStorage.clickcount) + 1;
}
else{
localStorage.clickcount = 1;
}

document.getElementById("result").innerHTML ="You have clicked the button" + localStorage.clickcount + "
time(s).";
}
else
{
document.getElementById("result").innnerHTML ="Sorry, your browser doesnot support web storage..";
}
}
</script>
</head>
<body>
<p><button onclick="clickCounter()" type="button">Click me!</button></p>
<div id="result"></div>
<p>Click button to see the counter increase</p>
<p>close the browser tab and try again, and the counter will continue to count(is not reset).</p>
</body>
</html>
```