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

  document.getElementById("result").innerHTML ="You have clicked the button" + sessionStorage.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>
```