

Store a counter permanently

```
<html>
<head>
<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").innerHTML = "Sorry, your browser does not
support web storage...";
  }
}
</script>
</head>
<body>
<p><button onclick="clickCounter()" type="button">Click me!</button></p>
<div id="result"></div>
<p>Click the button to see the counter increase.</p>
<p>Close the browser tab (or window), and try again, and the counter will continue to count
(is not reset).</p>
</body>
</html>
```

Produces

Click me!

Click the button to see the counter increase.

Close the browser tab (or window), and try again, and the counter will continue to count (is not reset).

Click me!

You have clicked the button 1 time(s).

Click the button to see the counter increase.

Close the browser tab (or window), and try again, and the counter will continue to count (is not reset).

again

Click me!

You have clicked the button 2 time(s).

Click the button to see the counter increase.

Close the browser tab (or window), and try again, and the counter will continue to count (is not reset).