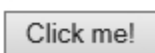


Store a counter for one session

```
<html>
<head>
<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) in this session.";
  } 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 is reset.</p>
</body>
</html>
```

Produces



Click the button to see the counter increase.

Close the browser tab (or window), and try again, and the counter is reset.