```html
1   <!DOCTYPE html>
2   <html lang="en">
3   <head>
4       <meta charset="UTF-8">
5       <meta name="viewport" content="width=device-width, initial-scale=1.0">
6       <meta http-equiv="X-UA-Compatible" content="ie=edge">
7       <title>Counter</title>
8       <link rel = "stylesheet" href = "style.css">
9   </head>
10  <body>
11      <main>
12          <div class="container">
13              <h1>Counter</h1>
14              <span id="value">0</span>
15
16              <div class="btn-container">
17                  <button class="btn random">Random</button>
18                  <button class="btn reset">Reset</button>
19                  <button class="btn increase">Increase</button>
20                  <button class="btn decrease">Decrease</button>
21
22              </div>
23          </div>
24      </main>
25      <script src="app.js"></script>
26  </body>
27  </html>
```

```javascript
const value = document.querySelector('#value')
const btns = document.querySelectorAll('.btn')

let count = 0

btns.forEach((btn) => {
    btn.addEventListener('click', (button)=> {
        const styles = button.currentTarget.classList
        if (styles.contains('random')){
            getRandomNum()
        }else if(styles.contains('reset')){
            count = 0
        }else if(styles.contains('increase')){
            count += 1
        }else if(styles.contains('decrease')){
            count -= 1
        }
        value.textContent = count

        if(count > 0) {
            value.style.color = "green"
        }else if(count < 0){
            value.style.color = "red"
        }else if (count == 0) {
            value.style.color = "black"
        }
    })
})

getRandomNum = () => {
    if (count > 0) {
        count = (Math.floor(Math.random() * 100)) * -1
    }else if (count < 0){
        count = Math.floor(Math.random() * 100)
    }else{
        count = Math.floor(Math.random() * 100)
    }
}
```

OUTPUT:

Counter

-49

| RANDOM | RESET | INCREASE | DECREASE |

Counter

53

| RANDOM | RESET | INCREASE | DECREASE |

Counter

0

| RANDOM | RESET | INCREASE | DECREASE |