```
<!DOCTYPE html>
     <html lang="en">
        <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <title>Counter</title>
         <link rel="stylesheet" href="style.css">
            <div class="container">
               <h1>Counter</h1>
                <span id="value">0</span>
                 <div class="btn-container">
                    <button class="btn random">Random</button>
                    <button class="btn reset">Reset</button>
                    <button class="btn increment">+1</button>
                     <button class="btn decrement">-1</button>
19
         <script src="script.js"></script>
```

INDEX

```
h2 {
98 v h3 {
99 font-size: 1.25rem;
101 v h4 {
102 font-size: 0.875rem;
103
104 ∨ p {
105 margin-bottom: 1.25rem;
      color: var(--clr-grey-5);
106
107
108 ∨ @media screen and (min-width: 800px) {
109 V h1 {
110
       font-size: 4rem;
111
112 V h2 {
113
       font-size: 2.5rem;
114
115 V h3 {
116
       font-size: 1.75rem;
117
118 V h4 {
119
       font-size: 1rem;
120
121 ∨ body {
122
      font-size: 1rem;
123
124
      h1,
125
       h2,
126
       h3,
127 🗸
       h4 {
128
       line-height: 1;
```

```
arrhadi Bira
 place-items: center;
.container {
text-align: center;
#value {
font-size: 6rem;
 font-weight: bold;
.btn {
 text-transform: uppercase;
 background: transparent;
 color: var(--clr-black);
 padding: 0.375rem 0.75rem;
 letter-spacing: var(--spacing);
 display: inline-block;
 transition: var(--transition);
 font-size: 0.875rem;
  border: 2px solid var(--clr-black);
  cursor: pointer;
 box-shadow: 0 1px 3px □rgba(0, 0, 0, 0.2);
  border-radius: var(--radius);
  margin: 0.5rem;
.btn:hover {
  color: var(--clr-white);
 background: var(--clr-black);
```

STYLE

```
const value = document.querySelector('#value')
     const btns = document.querySelectorAll('.btn')
     const decrementButton = document.getElementById('decrement');
     let count=0
     btns.forEach((btn) => {
         btn.addEventListener('click',(button) => {
             const styles = button.currentTarget.classList
             if(styles.contains('random')){
                 getRandomNum()
                 console.log('click')
             }else if (styles.contains('increment')){
                  count++
             }else if (styles.contains('decrement')){
                  count--
17
             }else if (styles.contains('reset'))
18
                 count = 0
             value.textContent = count
20
             if (count>0){
22
                 value.style.color = "green"
             }else if (count <0){</pre>
                 value.style.color = "red"
         })
26
     })
28
29
30
     getRandomNum = ()=> {
31
         if (count > 0){
32
            count = (Math.floor(Math.random()* 100)) -1
         } else if (count <0){
             count = (Math.floor(Math.random()* 100))
```

SCRIPT

```
}else if (styles.contains('decrement')){
                  count--
             }else if (styles.contains('reset'))
18
                 count = 0
             value.textContent = count
             if (count>0){
                 value.style.color = "green"
             }else if (count <0){</pre>
                 value.style.color = "red"
         })
     })
     getRandomNum = ()=> {
         if (count > 0){
            count = (Math.floor(Math.random()* 100)) -1
         } else if (count <0){
             count = (Math.floor(Math.random()* 100))
             count = Math.floor(Math.random()*100)
```