

Create a counter using AngularJS.

AIM:

To create a simple **counter application using AngularJS** that allows the user to increment, decrement, and reset a numeric counter value dynamically using data binding and controller functions.

ALGORITHMS:

STEP 1: Create a new HTML file named index.html.

STEP 2: Include the AngularJS library using a CDN:

STEP 3: Add the ng-app directive to the <html> or <body> tag and assign a module name like "counterApp".

STEP 4: Create a <script> block inside the HTML where the AngularJS module and controller will be defined.

STEP 5: Initialize the AngularJS module using:

STEP 6: Define a controller inside the module using.

STEP 7: Inside the controller, initialize a variable count to 0 using \$scope.count = 0;.

STEP 8: Define a function \$scope.increase() to increment the counter.

STEP 9: Define a function \$scope.decrease() to decrement the counter with a condition:

STEP 10: Define a function \$scope.reset() to set the counter back to 0.

STEP 11: In the HTML body, bind the counter value using AngularJS expression:

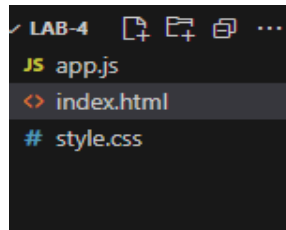
STEP 12: Add buttons for Increase, Decrease, and Reset with ng-click to call the respective functions.

STEP 13: Style the page using simple CSS or inline styles to make it look centered and neat.

STEP 14: Save the file and open index.html in a web browser.

STEP 15: Test the counter by clicking the buttons and observing the dynamic changes in the counter value.

DESIGN:



Structure:

- **index.html**

It loads AngularJS using a CDN.

It binds the view to the AngularJS application using `ng-app`.

It connects the UI to controller functions using `ng-controller` and `ng-click`.

It displays the counter value and three buttons: **Increase**, **Decrease**, and **Reset**.

It links to `script.js` (controller logic) and `style.css` (styling).

- **Style.css**

It styles the layout to center the content on the screen.

It sets font size, padding, and spacing for headings and buttons.

It improves the visual appearance of the counter using background color, border, and alignment.

It provides consistent and clean UI design for a better user experience

- **Script.js**

It defines the AngularJS module named `counterApp`.

It contains the controller `CounterController` which handles the business logic.

It initializes the counter variable using `$scope.count`.

It provides three functions: `increase()`, `decrease()`, and `reset()` to manage the counter.

It binds these functions to the view using `$scope`.

CODING:

```
<!DOCTYPE html>
<html ng-app="counterApp">
<head>
  <meta charset="UTF-8">
  <title>Circular Counter UI</title>
  <!-- Bootstrap 5 -->
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
rel="stylesheet">
  <!-- AngularJS -->
  <script
src="https://ajax.googleapis.com/ajax/libs/angularjs/1.8.2/angular.min.js"></script>

</head>
<body ng-controller="CounterController">
  <div class="circle-container">
    <div class="counter-display">
      {{ count < 10 ? '0' + count : count }}
    </div>
    <div class="action-buttons">
      <button class="btn btn-success btn-lg fs-3" style="min-width: 120px;" ng-
click="increase()">+</button>
      <button class="btn btn-danger btn-lg fs-3" style="min-width: 120px;" ng-
click="decrease()">-</button>
    </div>
    <button class="btn btn-secondary reset-button" ng-click="reset()">Reset</button>
  </div>
  <script>
angular.module('counterApp', [])
.controller('CounterController', function($scope) {
  $scope.count = 0;

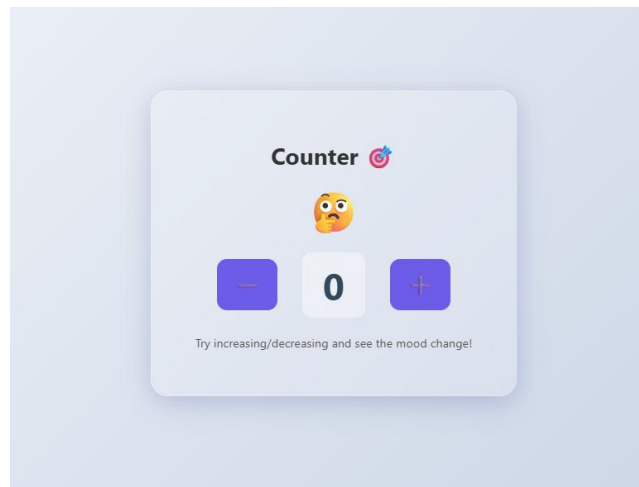
  $scope.increase = function() {
    $scope.count++;
  };
  $scope.decrease = function() {
    if ($scope.count > 0) $scope.count--;
  };
});
</script>
</body>
</html>
```

```

$scope.reset = function() {
    $scope.count = 0;
};
});
</script>
</body>
</html>

```

OUTPUT:



COE (30):	
Observation(10):	
Record (10):	
Viva (10):	
Total (60):	

RESULT :

Thus above program developed using AngularJS and executed successfully. The application performed the increment, decrement, and reset operations as expected.was executed successfully.