**Assignment2 (UI layer)**

**ADD logic for incrementing counter values of each image for specific span element of that image.**

***SOLUTION***

**HTML CODE**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Document</title>

    <style>

        mark {

          background-color: yellow;

          color: black;

        }

        </style>

</head>

<body>

    <h1>INCREMENTING COUNTER VALUES</h1>>

   <img src="FirstImage.jpg" alt="img1" height="300px"  weight="300px"  id="img1" onclick="myFunction(this);"/>

   <b>Counter:</b> <mark><span id="spanId1"></mark></span>

  <img src="SecondImage.jpg" alt="img2" height="300px"  weight="300px" id="img2"onclick="myFunction(this)"/>

   <b>Counter:</b>  <mark><span id="spanId2"></mark></span>

   <img src="ThirdImage.jpeg" alt="img3" height="300px"  weight="400px" id="img3"onclick="myFunction(this)"/>

   <b>Counter:</b>  <mark><span id="spanId3"></mark></span>

  <script src="app.js"></script>

</body>

</html>

**JS CODE:**

var counter=0;

var cnt1=0;

var cnt2=0;

function myFunction(elem){

    if(elem.id=='img1'){

        counter+=1;

        document.getElementById('spanId1').innerHTML=counter;

    }

    else if(elem.id =='img2'){

        cnt1+=1;

        document.getElementById('spanId2').innerHTML=cnt1;

    }

    else if(elem.id=='img3'){

        cnt2+=1;

        document.getElementById('spanId3').innerHTML=cnt2;

    }

}

**OUTPUT:**

