

APPDEV1 -
ZAPANTA, ZEUS LEVI C.

```
<!DOCTYPE html>
<html>
  <head>
    <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">
  </head>
  <body>
    <main>
      <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 increase">Increase</button>
          <button class="btn decrease">Decrease</button>
        </div>
      </div>
    </main>
    <script src="app.js"></script>
  </body>
</html>
```

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```
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 ++
    }else if(styles.contains('decrease')) {
      count --
    }
    value.textContent = count

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

Counter

0

RANDOM

RESET

INCREASE

DECREASE

Counter

30

RANDOM

RESET

INCREASE

DECREASE

Counter

-31

RANDOM

RESET

INCREASE

DECREASE