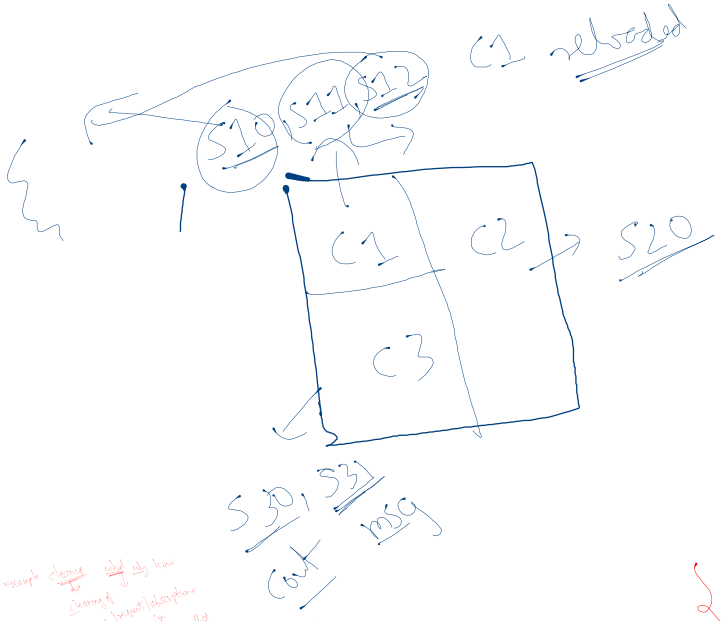

ue1.js

cdn.tdu

count1 → 1

+ 0

count2 → 11

+ 10

count3 → 101

+ 100

Special instructions to be followed

In case of state change of state

Simple example change by

add by how

changing

another header/description

that warning in

the background of the page

in any a counter

(id)

changing

cat

all the page

Math.random()

Math.random()*10 + 1000

n1 = n1

n2 = n2

(4,5) → 4+5 = 9

7 + 5 = 12

input

add(n1,n2) → n1+n2

add(4,5) → 9

add(4,5) → 9

add(4,5) → 2 add

Pure functions in JS

always when same would

when same cpu dependent

input function

1) math.random()

2) time and date ()

3) HTTP

4)

Pure and impure component