<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

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

    <title>Counter App</title>

    <link rel="stylesheet" href="styles.css">

</head>

<body>

    <div class="counter-container">

        <h1>Counter App</h1>

        <div class="counter-display" id="counter">

            0

        </div>

        <div class="buttons">

            <button onclick="increment()">Increment</button>

            <button onclick="decrement()">Decrement</button>

            <button onclick="reset()">Reset</button>

        </div>

    </div>

    <script src="index.js"></script>

</body>

</html>

**/\* General Styles \*/**

body {

    font-family: Arial, sans-serif;

    background-color: #f4f4f4;

    display: flex;

    justify-content: center;

    align-items: center;

    height: 100vh;

    margin: 0;

}

.counter-container {

    text-align: center;

    padding: 20px;

    border: 2px solid #ccc;

    border-radius: 10px;

    background-color: #fff;

    box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);

}

.counter-display {

    font-size: 2rem;

    margin: 20px 0;

    padding: 10px;

    border: 1px solid #ccc;

    border-radius: 5px;

    width: 100px;

    margin-left: auto;

    margin-right: auto;

}

.buttons {

    margin-top: 20px;

}

button {

    padding: 10px 20px;

    margin: 5px;

    border: none;

    border-radius: 5px;

    cursor: pointer;

    background-color: #007bff;

    color: white;

    font-size: 1rem;

}

button:hover {

    background-color: #0056b3;

}

**JS**

// Get the counter display element

let counter = 0;

const counterDisplay = document.getElementById('counter');

// Function to increment the counter

function increment() {

    counter++;

    counterDisplay.textContent = counter;

}

// Function to decrement the counter

function decrement() {

    counter--;

    counterDisplay.textContent = counter;

}

// Function to reset the counter

function reset() {

    counter = 0;

    counterDisplay.textContent = counter;

}