Counter Assignment (Parts 1 and 2)

Specifications

Part 1-Original

Modify CounterTester so that it does the following (remove/change/ add code as needed);

1. creates a counter called: venue
2. click 10 times (Use a loop)
3. unclick 5 times (Use a loop)
4. prints expected counter value (5)
5. prints actual counter value
6. reset counter
7. click 3 times (Use a loop)
8. unclick 4 times (Use a loop)
9. prints expected counter value (-1)
10. prints actual counter value

Your console output from CounterTester Part 1 should look like this:

Expected venue: 5
Actual venue: 5
Expected venue: -1
Actual venue: -1

Part 2 –Additional Specifications

Modify Counter to add two new methods:

clickMany()

clickMany will advance the clicker multiple times based on the value parameter sent from CounterTester

for example: venue.clickMany(10) will add 10 to the counter instead of using a loop.

venue.clickMany (?) will advance the counter however many times specified inside the parentheses

unclickMany()

unclickMany() is the counterpart to clickMany()

Then add code to CounterTester Part 1 to do the following:

1. create a counter called: anotherVenue
2. clickMany 10 times
3. unclickMany 5 times
4. prints expected counter value (5)
5. prints actual counter value
6. reset counter
7. clickMany 3 times
8. unclickMany 4 times
9. prints expected counter value (-1)
10. prints actual counter value

Your console output from CounterTester Part 1 should look like this:

Expected anotherVenue: 5
Actual anotherVenue: 5
Expected anotherVenue: -1
Actual anotherVenue: -1