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REAL KINETIC

YOUR POTENTIAL REALIZED

-- Shorthand accessors

getValueShort : Counter -> Int

getValueShort counter = .value counter

getValueShort counter

> 0

getValueShort { value = 2, count = 1 }

> 2

```
-- Updating Single Property
updateValue : Int -> Counter -> Counter
updateValue newValue existingCounter =
    { existingCounter | value = newValue }
```

```
updateValue 10 counter
> { value = 10, count 0 }
```

-- Shorthand accessors

getValueShort : Counter -> Int

getValueShort counter = .value counter

getValueShort counter

> 0

getValueShort { value = 2, count = 1 }

> 2