





```
-- Updating Single Property
updateValue : Int -> Counter -> Counter
updateValue newValue existingCounter =
    { existingCounter | value = newValue }
updateValue 10 counter
> { value = 10, count 0 }
```

```
updateValueWithCount 10 counter
> { value = 10, count 1 }
```

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