

(no subject)

1 message

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```
var counterElement = document.getElementById("counterText");
var incrementBtn = document.getElementById("increment");
var decrementBtn = document.getElementById("decrement");
var resetBtn = document.getElementById("reset");
var counter = counterElement.innerText;
    if(counter<0){
        console.log('Error:cannot go below 0');
        texterror.innerHTML = "<span style='color:red;'>Error : Cannot go below 0
    if(counter>=0)
        texterror.innerHTML = "<span style='color:black;'></span>"
  counter++;
  if(counter>=0)
  console.log(counter);
 counterElement.innerText = counter;
function decrement() {
    if(counter<=-1){
        console.log('Error:cannot go below 0');
        texterror.innerHTML = "<span style='color:red;'>Error : Cannot go below 0
    if(counter>=0)
        texterror.innerHTML = "<span style='color:black;'></span>"
```

```
console.log(counter);
 counterElement.innerText = counter;
function reset() {
       console.log('Error:cannot go below 0');
        texterror.innerHTML ="<span style='color:black;'></span>"
 console.log(counter);
 counterElement.innerText = counter;
incrementBtn.onclick = increment;
decrementBtn.onclick = decrement;
resetBtn.onclick = reset;
```