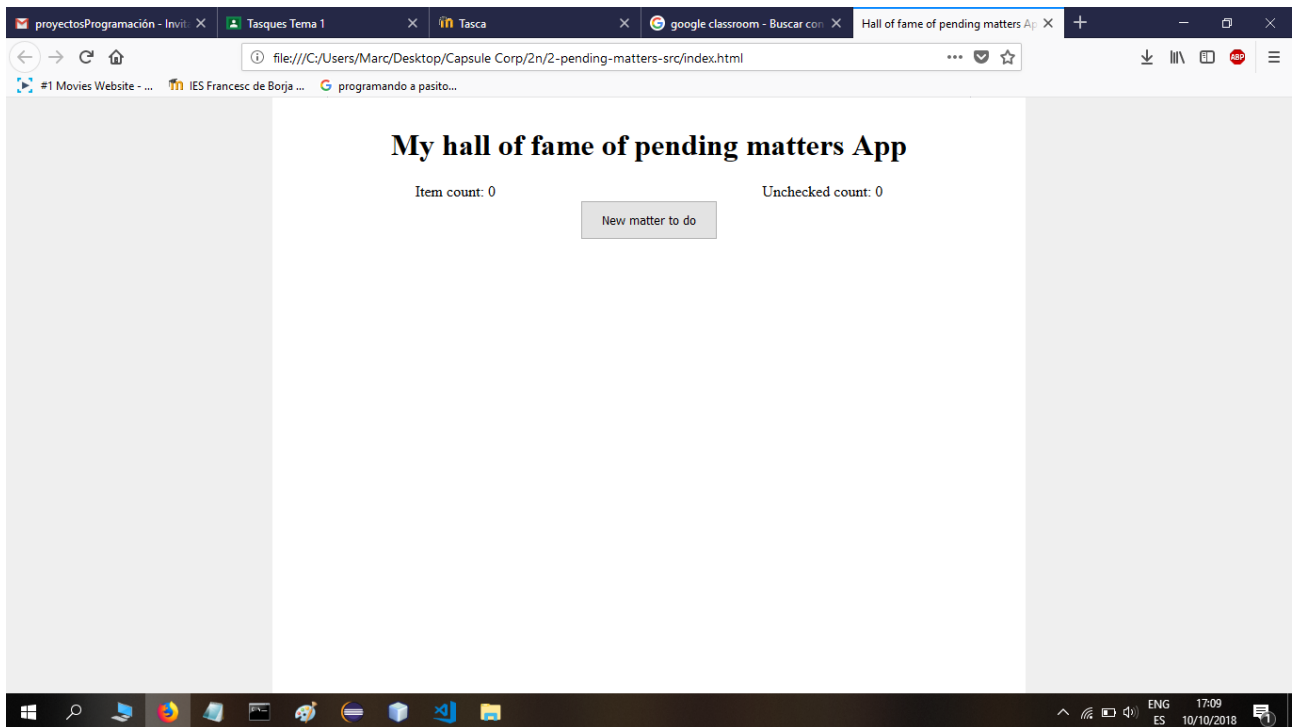
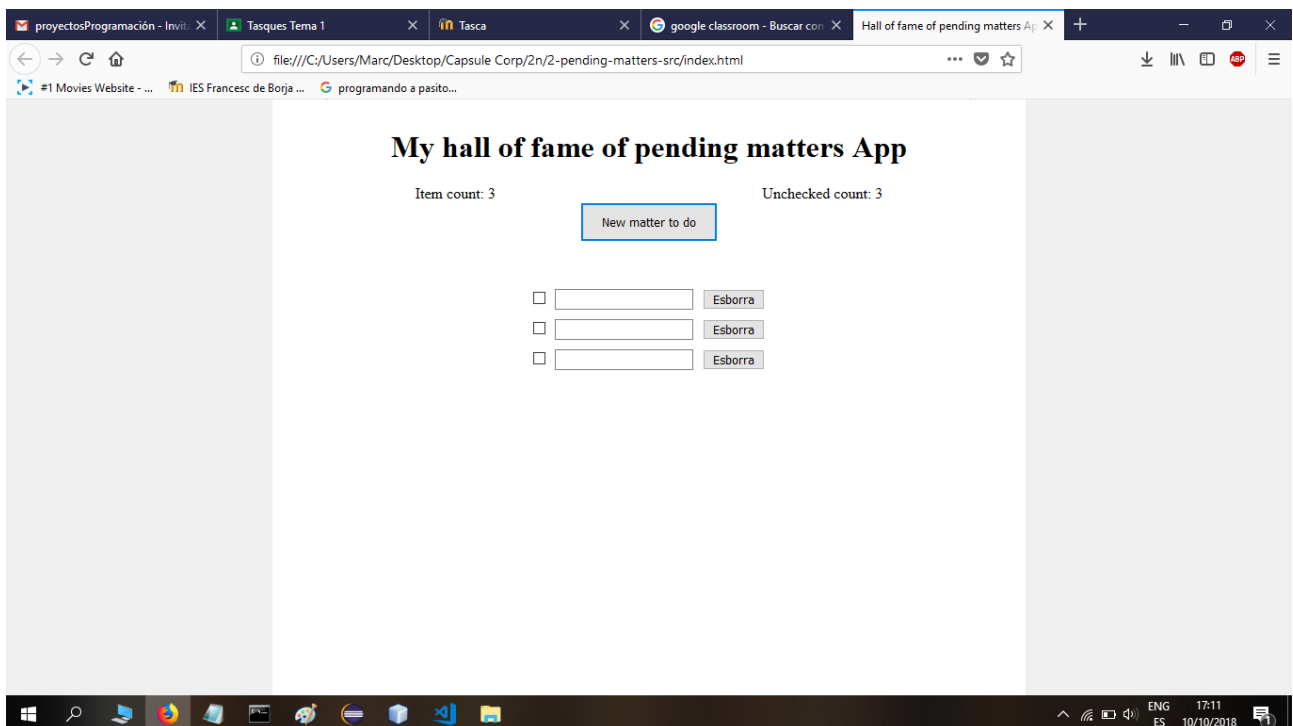


1.
Hall of Fame of Pending Matters: Origin state.

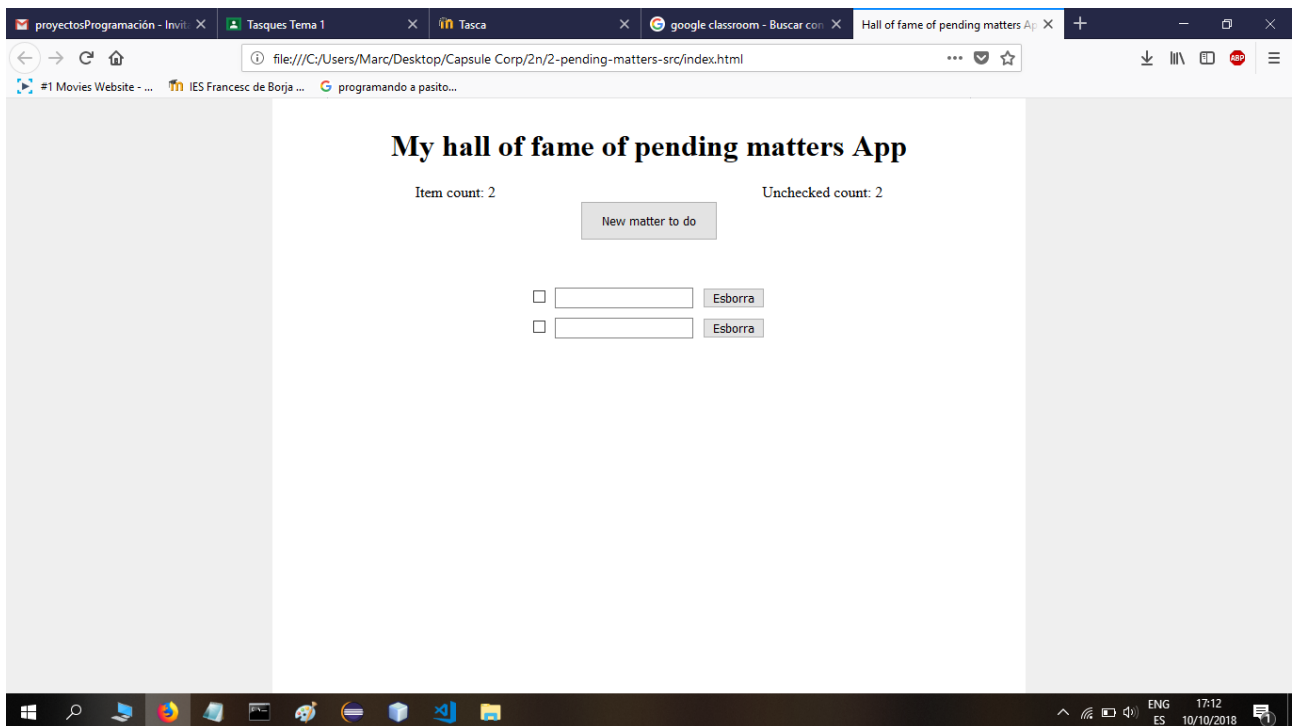


2.
The script reacts to the New Matter button, instantiating a new ToDo each time it's clicked. The counters react to each ToDo instantiation.



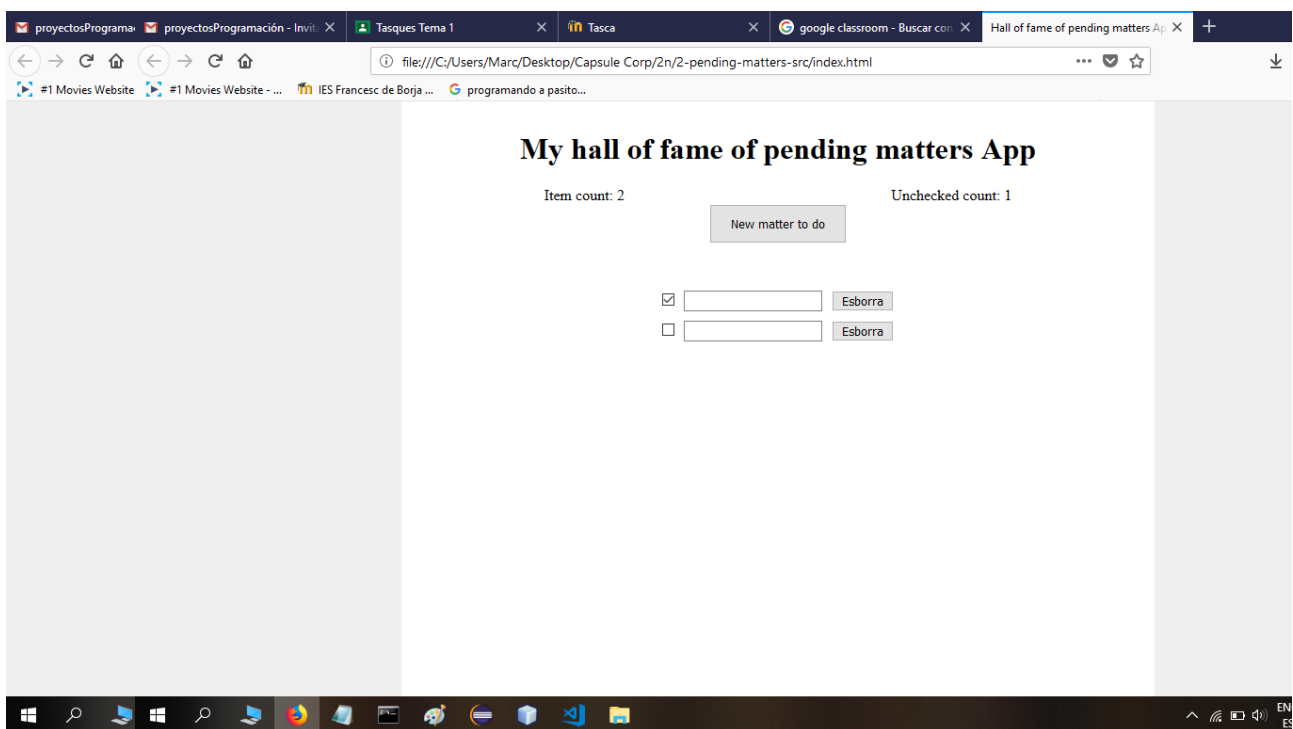
3.

Both counters react to the deletion of the last ToDo. Each one shall return the last count minus one.



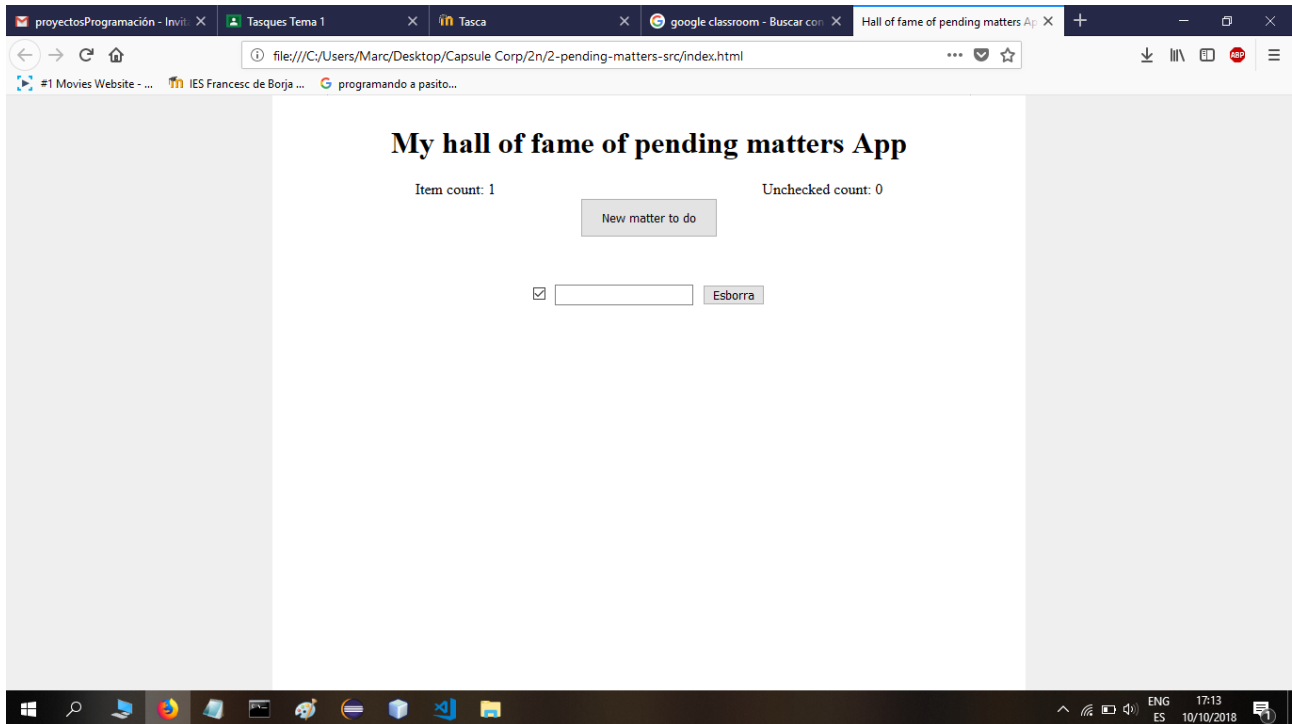
4.

The Unchecked count reacts to the changing of the first checkbox state. Now it shall return its previous state minus one.



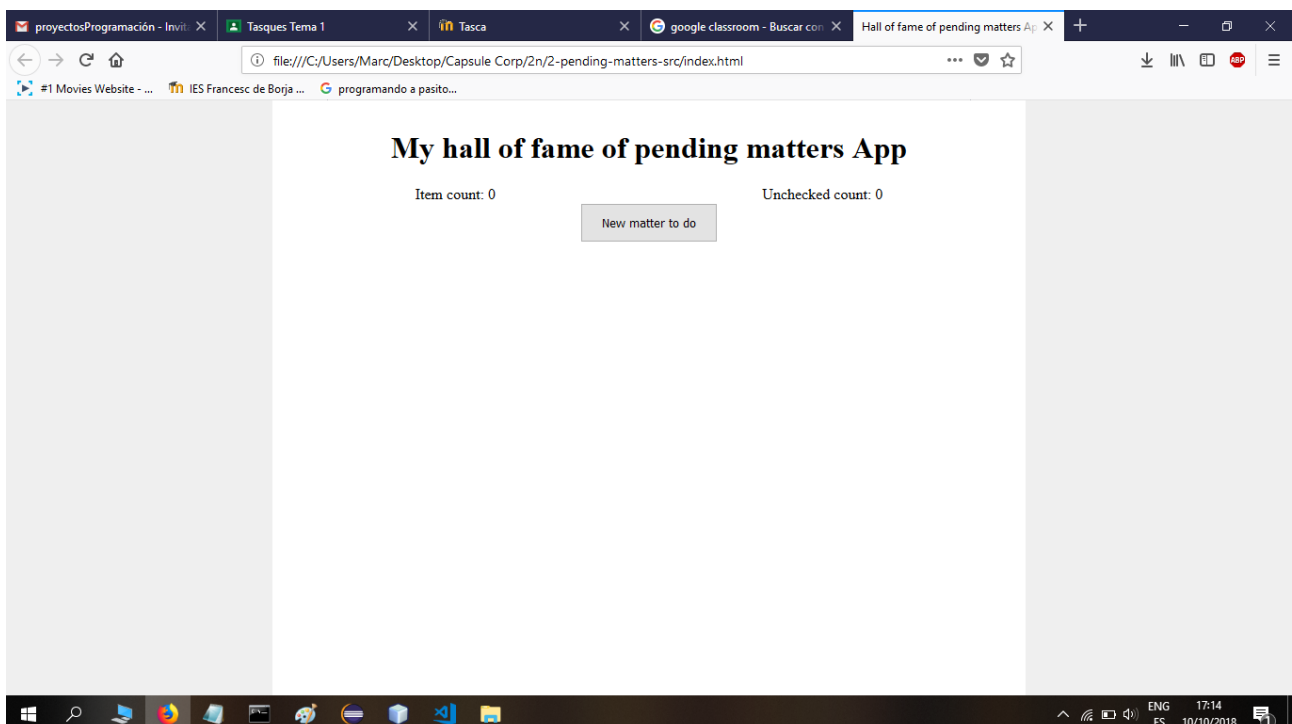
5.

As an unchecked ToDo is deleted, the Item count gets minus one. Reacting to the deletion of the last unchecked ToDo, the Unchecked Count shall now go to zero.



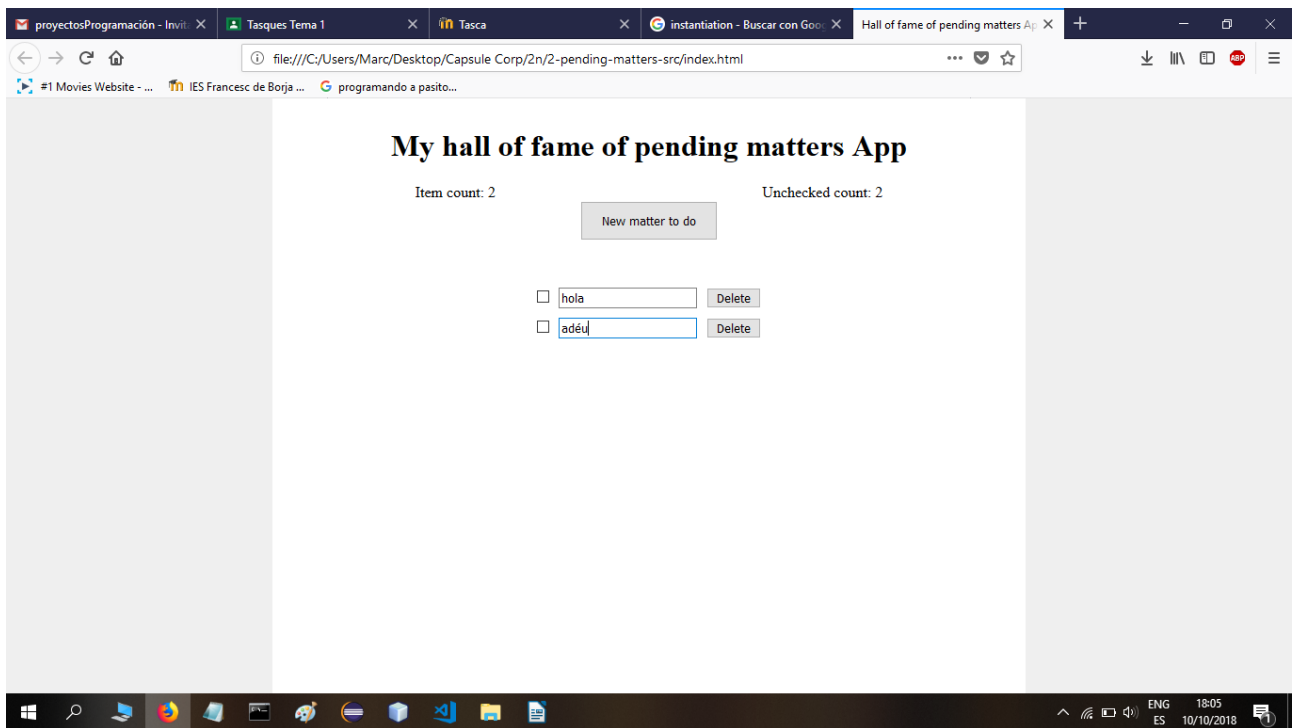
6.

As the last ToDo is deleted, the Item count goes to zero. The unchecked count remains still. We've come back to the Original State.



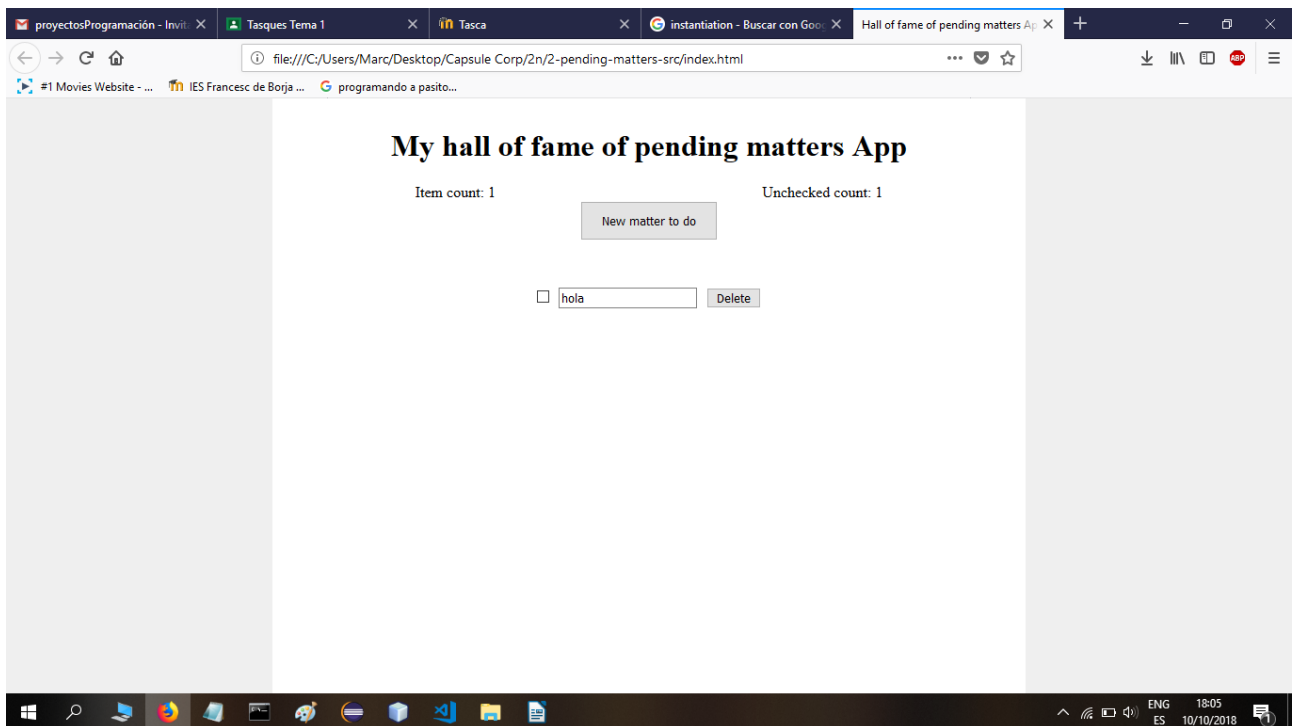
7.

Now we fill each input with different texts.



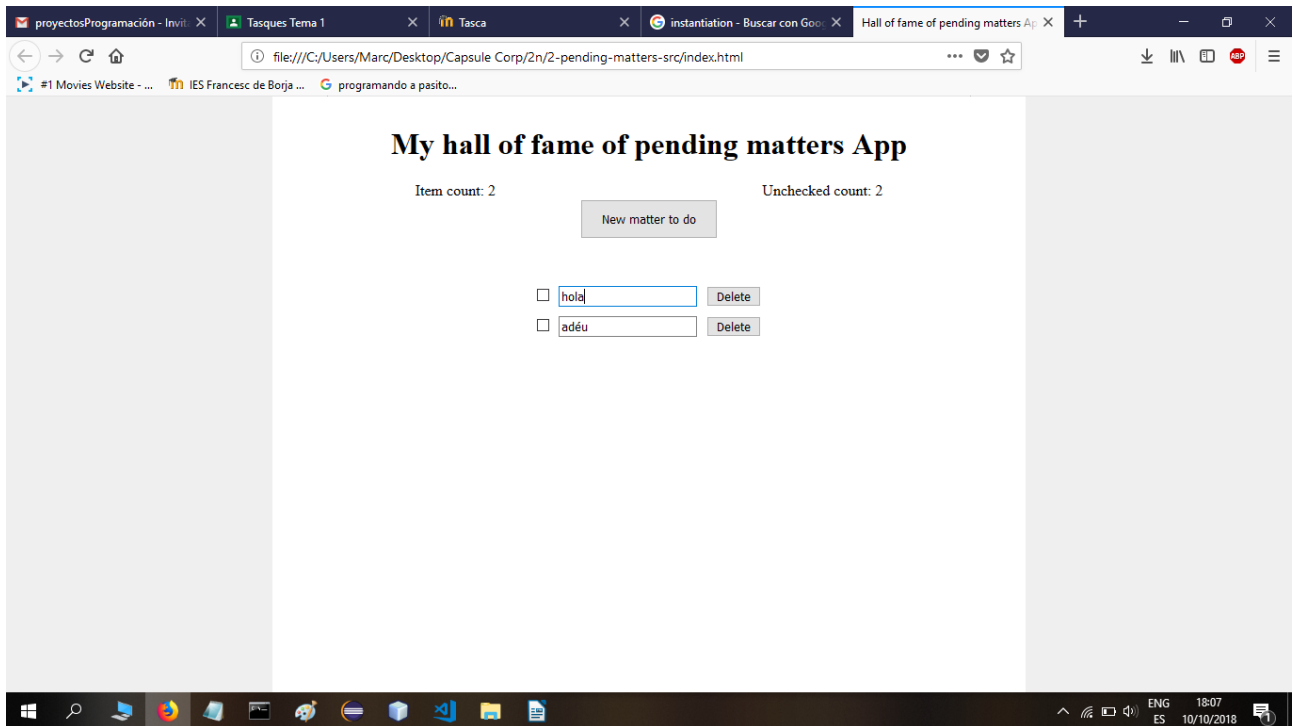
8.

Clicking the second delete button, the second ToDo, with its original text, disappears.



9.

Now, recreating the original conditions...



10.

...we click on the first delete button. Its whole ToDo disappears, to leave us with only one thing to do:

