

Problem statement : To design a counter which will have three buttons , increase ,decrease and reset . So one will be able to increment , decrement , reset counter using these buttons as per their needs .

Solution :

Use a variable count , set it initially 0 .

If a user clicks the increase button , increment counter , display counter value .

If a user clicks the decrease button , decrement counter , display counter value .

If the user clicks the reset button , set counter value =0 , display on screen .

Source code is attached below , added comments in code for explanation .

index.html

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Counter</title>

    <!-- styles -->
    <link rel="stylesheet" href="style.css" />
  </head>
  <body>
    <main>
      <div class="container">
        <h1>counter</h1>
        <span id="value">0</span>
        <div class="button-container">
          <button class="btn decrease">decrease</button>
```

```
        <button class="btn reset">reset</button>
        <button class="btn increase">increase</button>
    </div>
</div>
</main>
<!-- javascript -->
<script src="index.js"></script>
</body>
</html>
```

style.css

```
.container {
    text-align: center;
}
#value {
    font-size: 6rem;
    font-weight: bold;
}
.btn {
    background-color: #882525;
    border: none;
    color: white;
    padding: 15px 32px;
    text-align: center;
    text-decoration: none;
    display: inline-block;
    font-size: 16px;
}
.btn:hover {
    color: var(--clr-white);
```

```
background: var(--clr-black);  
}
```

index.js (vanilla javascript code)

```
// set initial value of counter to zero
```

```
let count = 0;
```

```
// select value and buttons
```

```
let value = document.querySelector("#value");
```

```
let btns = document.querySelectorAll(".btn");
```

```
//add event listener
```

```
btns.forEach(function (btn) {
```

```
  btn.addEventListener("click", function (e) {
```

```
    // e records button class which is clicked
```

```
    // so set it type_button_clicked
```

```
    let type_button_clicked = e.currentTarget.classList;
```

```
    if (type_button_clicked.contains("decrease")) {
```

```
      count--; // if button clicked is decrease , decrement count
```

```
    } else if (type_button_clicked.contains("increase")) {
```

```
      count++; // if button clicked is increase , increment count
```

```
    } else {
```

```
      count = 0; // if button clicked is reset , set count =0
```

```
    }
```

```
    value.textContent = count; // display count by setting value element to count
```

```
  });
```

```
});
```