

EXERCISE 4: MULTI-COUNTER APP

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import flet as ft

# Create a new counter input
class Counter:
    def __init__(self, name):
        self.count = 0
        self.name = name
    # Change the increment/decrement 1 to the value of the counter
    def minusClick(self):
        self.count -= 1
    def plusClick(self):
        self.count += 1

def main(page: ft.Page):
    page.title = "Multi-Counter App"
    page.horizontal_alignment = "center"
    counters = []

    # Add a new counter
    def addCounter(e):
        name = nameInput.value.strip()
        if name:
            newCounter = Counter(name)
            counters.append(newCounter)
            def plusClicked(e):
                newCounter.plusClick()
                counterRow.controls[2]=ft.Text(f"{newCounter.count}")
                page.update()
            def minusClicked(e):
                newCounter.minusClick()
                counterRow.controls[2]=ft.Text(f"{newCounter.count}")
                page.update()

    # Create the UI components for each counter
    counterRow = ft.Row(
        alignment=ft.MainAxisAlignment.CENTER,
        controls=[
            ft.Text(newCounter.name, expand=True),
            ft.IconButton(ft.icons.REMOVE, on_click=minusClicked,
                tooltip="Decrease count"),
            ft.Text(f"{newCounter.count}"),
            ft.IconButton(ft.icons.ADD, on_click=plusClicked,
                tooltip="Increase count"),
            ft.IconButton(ft.icons.DELETE, on_click=lambda e:
                deleteCounter(counterRow), tooltip="Delete counter")
        ])
    page.add(counterRow)
    page.update()
```

```
# Delete a counter
def deleteCounter(counterContainer):
    page.controls.remove(counterContainer)
    page.update()

nameInput=ft.TextField(hint_text="Add a new counter",width=300)

page.add(
    # Create a new counter input
    ft.Row([nameInput, ft.FloatingActionButton(icon=ft.icons.ADD,
on_click=addCounter, tooltip="Add counter")],
        alignment=ft.MainAxisAlignment.CENTER,
    )
)
page.update()

ft.app(target=main)
```

