# EXERCISE 4: MULTI-COUNTER APP

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)

A screenshot of a math test

Description automatically generated