APPDEV1 – Introduction to Application Development
Dela Cruz, Rupert C.

Documentation

Code:

index.html

Counter > index.html > html

```
<!DOCTYPE html>
<html lang="en">

  <head>
    <meta http-equiv="Content-Type" content="text/html;charse
    <meta name="viewport" content="width=device-width, initia
    <title>Counter</title>
  </head>

  <link rel="stylesheet" href="style.css">

  <body>
    <main>
      <div class="container">
        <h1>Counter</h1>
        <span id="value">0</span>

        <div class="btn-container">
          <button class="btn random">Random</button>
          <button class="btn reset">Reset</button>
          <button class="btn increase">Increase</button>
          <button class="btn decrease">Decrease</button>
        </div>
      </div>
    </main>
  </body>

  <script src="app.js"></script>
</html>
```

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app.js style.css

Counter > app.js > ...

```
const value = document.querySelector('#value');
const btns = document.querySelectorAll('.btn');

let count = 0;

btns.forEach((btn) => {
  btn.addEventListener('click', (button)=> {
    const styles = button.currentTarget.classList;

    if (styles.contains('random')) {
      getRandomNumber();
    } else if (styles.contains('reset')) {
      count = 0;
    } else if (styles.contains('increase')) {
      count ++;
    } else if (styles.contains('decrease')) {
      count --;
    }
    value.textContent = count;

    if (count > 0) {
      value.style.color = "#00ff00"
    } else if (count == 0) {
      value.style.color = "#000000"
    } else if (count < 0) {
      value.style.color = "#ff0000"
    }
  })
});

getRandomNumber = () => {
  if (count > 0) {
    count = Math.floor((Math.random() * 100)) * -1;
  } else if (count < 0) {
    count = Math.floor((Math.random() * 100));
  } else {
    count = Math.floor((Math.random() * 100));
  }
};
```

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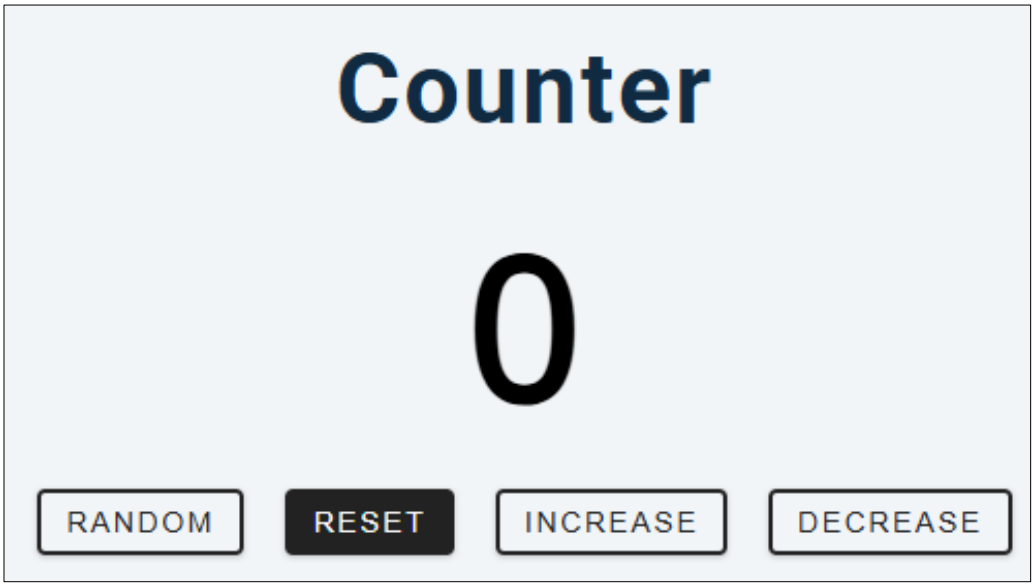
Result:

Random and Increase

Random and Decrease



Reset