

# DFD for Counter-App

## Level 0: Context Diagram

1. **External Entity: User**
    - Interacts with the app by clicking buttons to increment or decrement the counter.
  2. **Process: Counter App**
    - Handles the logic for incrementing and decrementing the counter.
    - Updates the displayed count based on user input.
  3. **Data Store: State (count)**
    - Stores the current value of the counter.
  4. **Output: Displayed Count**
    - Shows the updated counter value to the user.
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## Level 1: Detailed DFD

1. **User Input**
    - The user clicks the **Increment** or **Decrement** button.
  2. **Process: Handle Button Click**
    - If the **Increment** button is clicked:
      - The increment function is triggered.
      - The count state is updated:  $\text{count} = \text{count} + 1$ .
    - If the **Decrement** button is clicked:
      - The decrement function is triggered.
      - The count state is updated:  $\text{count} = \text{count} - 1$ .
  3. **Data Store: State (count)**
    - The updated count value is stored in the component's state.
  4. **Process: Render Updated Count**
    - The component re-renders with the new count value.
    - The updated count is displayed in the `<h1>` tag.
  5. **Output: Displayed Count**
    - The user sees the updated counter value on the screen.
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## Flow of Data

1. **User → App:** User clicks a button (Increment/Decrement).
2. **App → State:** App updates the count state based on the button clicked.
3. **State → App:** App re-renders with the updated count value.
4. **App → User:** Updated count is displayed to the user.

Diagram:

