


```
div []  
  [ button  
    [ onClick(fun _ ->  
      counter.update (fun s -> s - 1)) ]  
    [ str " - " ]  
  h2 [] [ str <| sprintf "%i" counter.current ]  
  button  
    [ onClick(fun _ ->  
      counter.update (fun s -> s + 1)) ]  
    [ str " + " ] ] )
```

```
<div>  
  <button onClick={() => setCounter(counter - 1)}> - </button>  
  
  <h2>{counter}</h2>  
  
  <button onClick={() => setCounter(counter + 1)}> + </button>  
</div>
```

```
div []
  [ button
    [ onClick(fun _ ->
      counter.update (fun s -> s - 1)) ]
    [ str " - " ]
    h2 [] [ str <| sprintf " %i " counter.current ]
    button
      [ onClick(fun _ ->
        counter.update (fun s -> s + 1)) ]
      [ str " + " ] ] )
```

```
<div>
  <button onClick={() => setCounter(counter - 1)}> - </button>

  <h2>{counter}</h2>

  <button onClick={() => setCounter(counter + 1)}> + </button>
</div>
```

