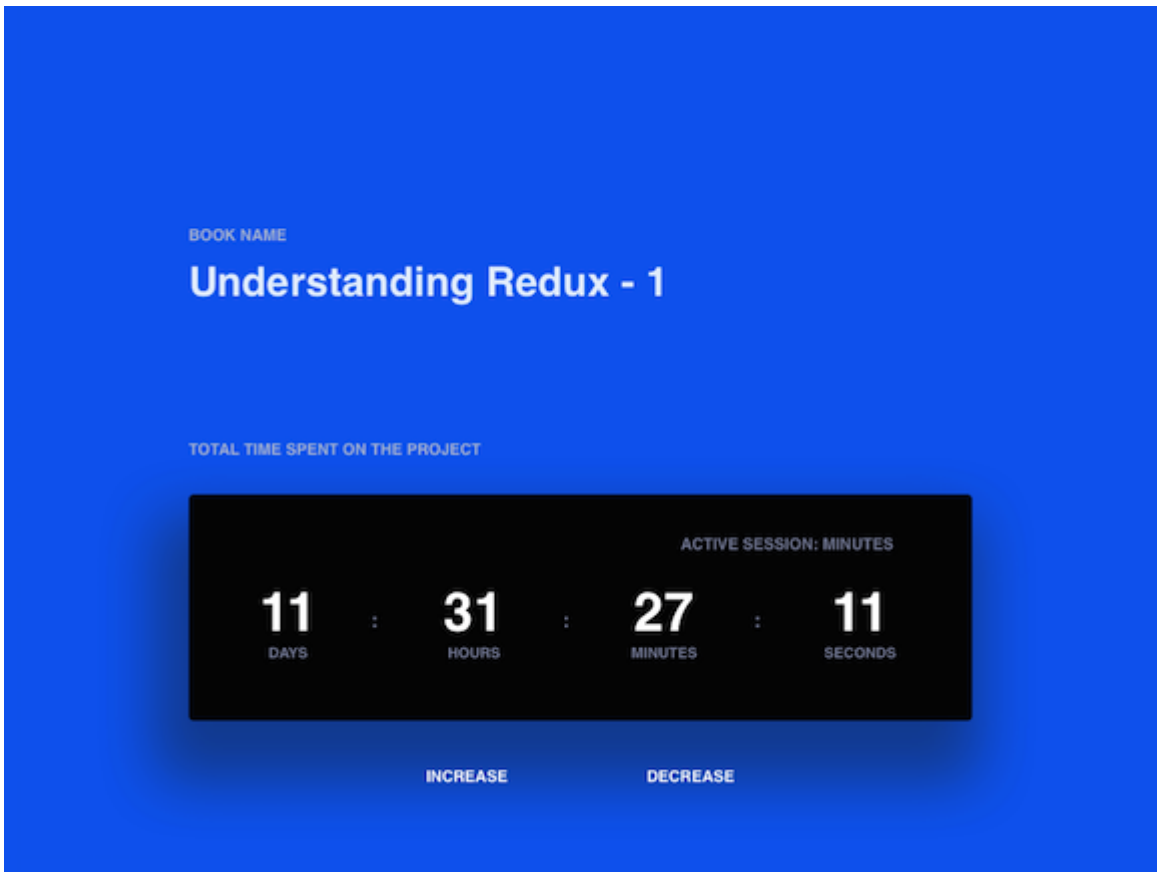
# Exercise 2: Time Counter

Let's build a Timer app in which we can change the time using Redux.

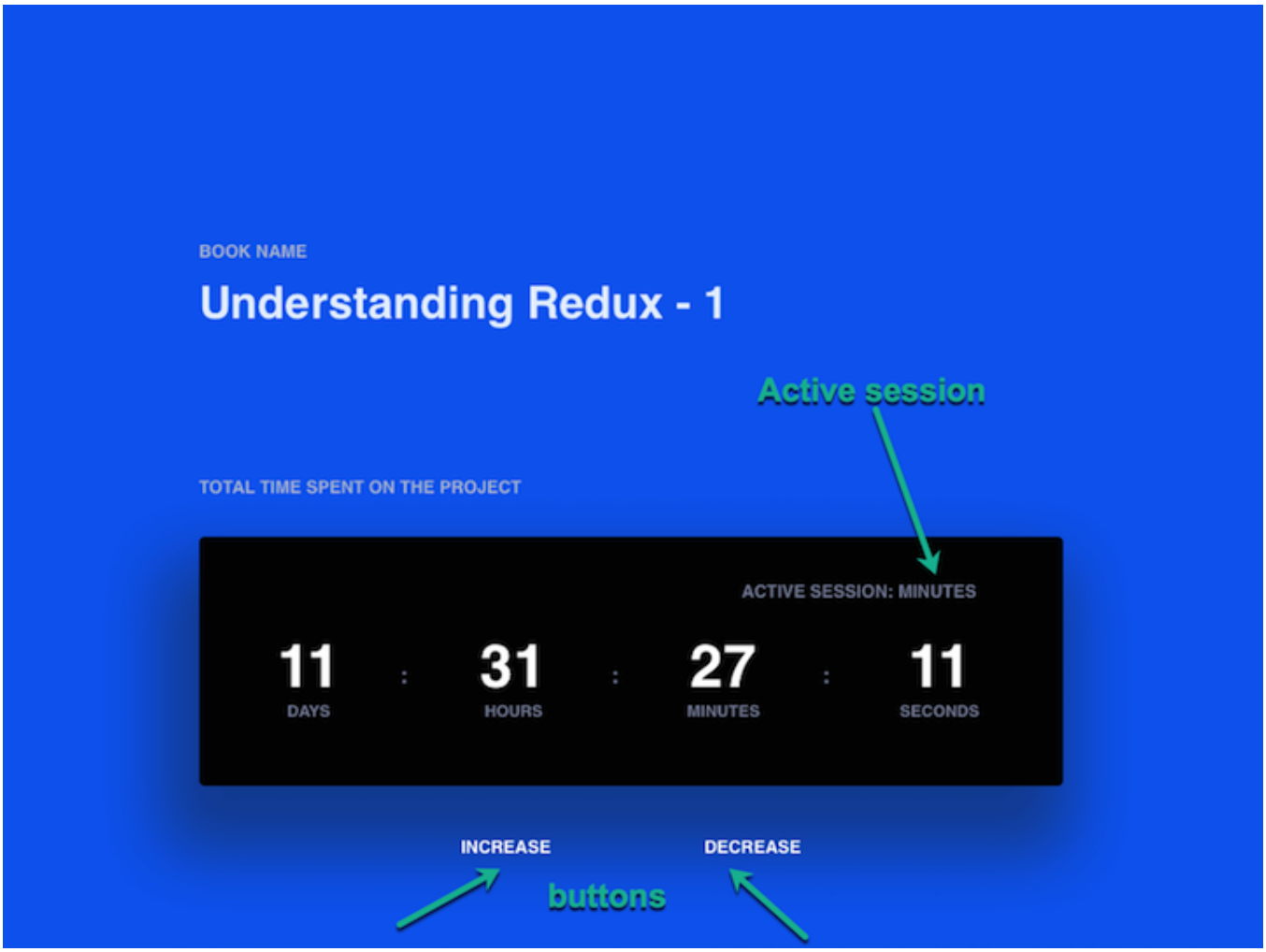
The following image is that of a time counter created as a React application.




The state object looks like this:

```
{
     days: 11,
     hours: 31,
     minutes: 27,
     seconds: 11,
     activeSession: "minutes"
}
```

Depending on the active session, clicking any of the ‘increase” or “decrease” buttons should update the value displayed in the counter.




There are two things you need to do.

(i) Refactor the App's state to be managed solely by Redux.

(ii) Handle the increase and decrease actions to actually affect the displayed time on the counter.

Check out the code below and alter it to complete the conditions for both tasks. Find the solution in the next lesson.

```
import React from 'react';
import ReactDOM from 'react-dom';
import App from './App';

it('renders without crashing', () => {
  const div = document.createElement('div');
  ReactDOM.render(<App />, div);
  ReactDOM.unmountComponentAtNode(div);
});
```