

LU06.S02 - Events - increment and decrement

Source-code of the solution

[Solution of the assignment](#)

Assignments

1. Test the code example provided to you. Describe the behaviour of the script using HTML comments.
2. Make sure that you have the title `<h1>` correctly named: **lu06.s02.html**
3. Change the caption of the *Moose-Button* to **+ 1 Moose** .
4. Similiarly to the *Moose-Button* add another button **-1 Moose** which counts down.
5. Add another 2 buttons **+5 Moose** and **-5 Moose** which count up respectively down by **step-size 5**
6. Add another 2 buttons **+10 Moose** and **-10 Moose** which count up respectively down by **step-size 10**
7. Add another button **Reset** which resets the **counter to 0**.
8. Save your script in webstorm in the directory **06_events** and adjust the path to the image.
9. Test your script for correctness

```
<!DOCTYPE html>
<html>
<head>
  <title>Count Moose</title>
  <style>
    #app {
      border: dashed black 1px;
      width: 400px;
      padding: 20px;
    }
    img {
      width: 100%;
    }
  </style>
</head>
<body>
  <h1>Lu06.A02: Moose Management Count</h1>

  <div id="app">
    <!-- Increment/decrement with step size 1 -->
    <p>
      
      <button v-on:click="count++">+1 Moose</button> &nbsp;
      <button v-on:click="count--">-1 Moose</button> &nbsp;
    </p>

    <p>
      <!-- Increment/decrement with step size 5 -->
      <button v-on:click="count+=5">+5 Moose </button> &nbsp;
      <button v-on:click="count-=5">-5 Moose </button> &nbsp;
    </p>

    <!-- Increment/decrement with step size 10 -->
    <p>
      <button v-on:click="count+=10">+10 Moose </button> &nbsp;
      <button v-on:click="count-=10">-10 Moose </button> &nbsp;
    </p>

    <!-- Reset-Button -->
    <p>
      <button v-on:click="count=0">Reset </button> &nbsp;
    </p>

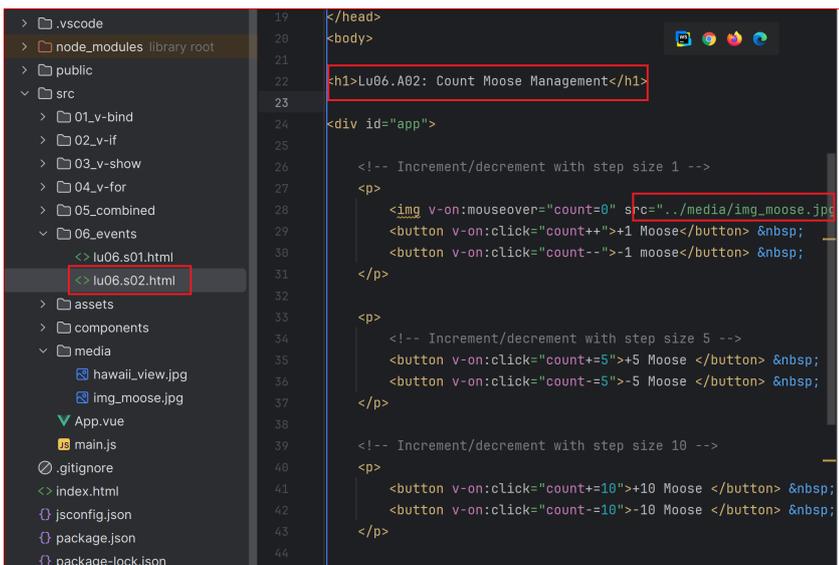
    <p>{{ "Moose count: " + count }}</p>
  </div>

  <script src="https://unpkg.com/vue@3/dist/vue.global.js"></script>
  <script>
    const app = Vue.createApp({
      data() {
        return {
          count: 0
        }
      }
    })
    app.mount('#app')
  </script>
</body>
</html>
```

Lu06.A02: Moose Management Count



+1 Moose -1 Moose
+5 Moose -5 Moose
+10 Moose -10 Moose
Reset
Moose count: -15



```
</head>
<body>
  <h1>Lu06.A02: Count Moose Management</h1>

  <div id="app">
    <!-- Increment/decrement with step size 1 -->
    <p>
      
      <button v-on:click="count++">+1 Moose</button> &nbsp;
      <button v-on:click="count--">-1 Moose</button> &nbsp;
    </p>

    <p>
      <!-- Increment/decrement with step size 5 -->
      <button v-on:click="count+=5">+5 Moose </button> &nbsp;
      <button v-on:click="count-=5">-5 Moose </button> &nbsp;
    </p>

    <!-- Increment/decrement with step size 10 -->
    <p>
      <button v-on:click="count+=10">+10 Moose </button> &nbsp;
      <button v-on:click="count-=10">-10 Moose </button> &nbsp;
    </p>

    <!-- Reset-Button -->
    <p>
      <button v-on:click="count=0">Reset </button> &nbsp;
    </p>

    <p>Moose count: 0</p>
  </div>
</body>
```

Lu06.A02: Count Moose Management



+1 Moose -1 Moose
+5 Moose -5 Moose
+10 Moose -10 Moose
Reset
Moose count: 0

Vocabulary

English	German
step-size	Schrittweite



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