LU07.S02 - Events - TBD

Assignment A

- A01: Test the code example above which was provided to you. Describe the behaviour of the script using HTML comments.
- A02: Make sure that everthing is working correctly: The moose-count uses the method **addMoose** by processing the number we need to count up or down
    1. increments by 1
    2. decrements by -1
    3. increments by +5

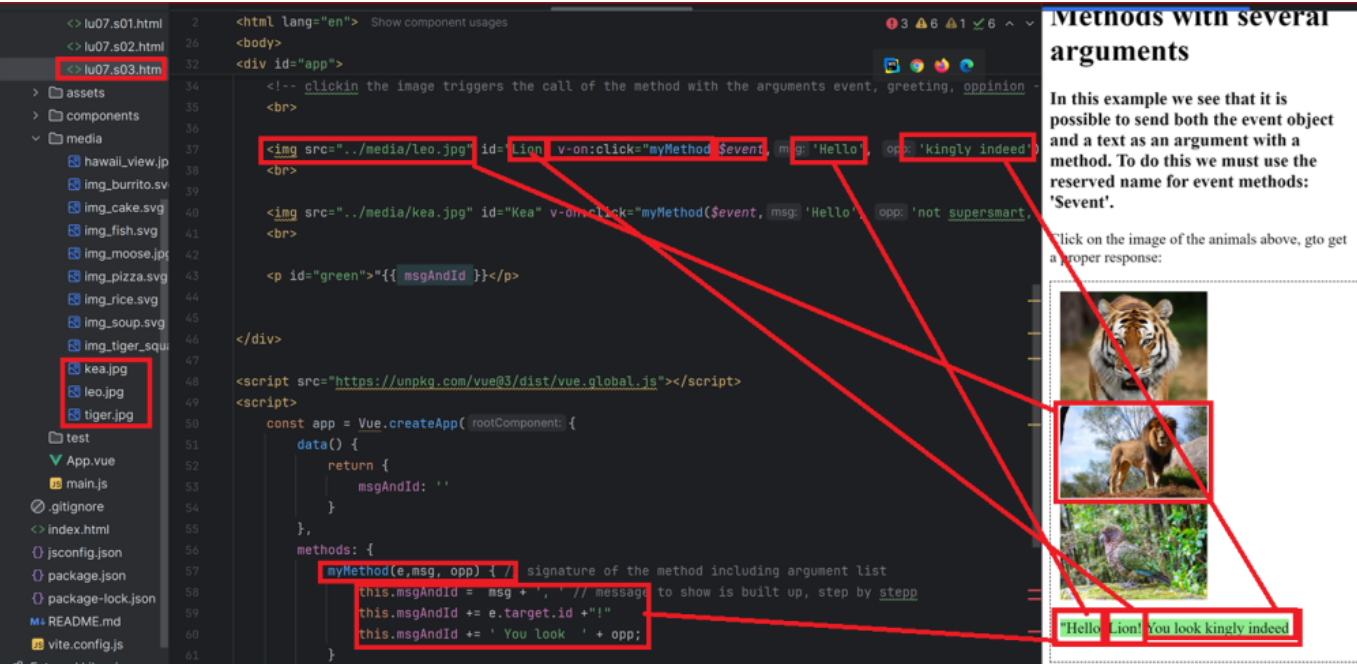A03: Make sure that you have the title <h1> and have correctly named the file: **lu07.s02.html**

Assignment B

- B01: Currently we can increment by +1 and +5, and decrement by -1.
- B02: Similar to **addMoose** add method **removeMoose** which manges the decrement operations and use it.
- B03: Test your results and save it.
- B04: Add more buttons wich can
    1. increment by +10
    2. decrement by -10
    3. decrement by -5
- B05: The aim is to have 3 increment-buttons (+1, +5, +10) and 3 decrement-buttons (-1, -5, -10)

Assignment C

- C01: At 0 we must stop counting, when the count reches the zero.
- C02: Add the case below zero to your **removeMoose-method** by checking the **count** with a if-statement
- C03: Check the result: It must stop at zero when the button **removeMoose** when the count reaches 0.

Solution

Source-code of the solution

Vocabulary

English	German
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