# LU07.S02 - Events - Moose-count

#### **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 ifstatement
- C03: Check the result: It must stop at zero when the button **removeMoose** when the count reaches 0.

## **Solution**

Source-code of the solution

```
<html lang="en"> Show component usages
                                                                                               LU07.A02 -
<body>
                                                                                               MooseCount,
<div id="app">
                                                                                               implemented with
                                                                                               methods
<script src="https://unpkg.com/vue@3/dist/vue.global.js"></script>
                                                                                               Example: Passing Arguments
                                                                                               with Methods
           addMoose(number) {
               this.count += number;
                                                                                                +1 +5 -1 -5 +10
           removeMoose(number) {
               if (this.count - number >= 0) {
                  this.count -= number;
```

## **Vocabulary**

English	German



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