

# LU07.S03 - Methods with arguments - 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 everything 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 manages the decrement operations and use it.
- B03: Test your results and save it.
- B04: Add more buttons which 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 reaches 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

