

how do you use the COUNTIF function in Google Sheets?

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June 29, 2024

RECOMMENDED CITATION

stats writer (2024). *how do you use the COUNTIF function in Google Sheets?*. PSYCHOLOGICAL SCALES. Retrieved from <https://scales.arabpsychology.com/?p=160337>

The COUNTIF function in Google Sheets is a powerful tool that allows you to count the number of cells within a range that meet a certain criteria. Its main purpose is to help you quickly and easily analyze data by providing a count of cells that meet specific conditions. To use the COUNTIF function, you simply need to specify the range of cells and the criteria you want to count. This can be done by using logical operators such as ">",

Google Sheets COUNTIF Function

COUNTIF Function

The **COUNTIF** function is a premade function in Google Sheets, which counts cells that match a specified **condition**.

It is typed =COUNTIF and has two parts:

=COUNTIF(**range**, **criterion**)

The **condition** is referred to as *criterion*, which can check things like:

If a number is **greater than** another number >

If a number is **smaller than** another number <

If a number or text is **equal** to something =

Countif Function Example

Apply the COUNTIF function to range B2:B21, to count how many Pokemons there are of Fighting, Water and Grass types:

	A	B	C	D	E	F	G	H
1	Name	Type 1	Type 2	Total stats				
2	Mankey	Fighting		305				
3	Poliwrath	Water	Fighting	510		Type	Count	
4	Victreebel	Grass	Poison	490		Fighting		
5	Tentacool	Water	Poison	335		Water		
6	Magneton	Electric	Steel	465		Grass		
7	Dewgong	Water	Ice	475				
8	Cloyster	Water	Ice	525				
9	Onix	Rock	Ground	385				
10	Dragonair	Dragon		420				
11	Pidgeotto	Normal	Flying	349				
12	Rattata	Normal		253				
13	Beedrill	Bug	Poison	395				
14	Doduo	Normal	Flying	310				
15	Kingler	Water		475				
16	Nidoqueen	Poison	Ground	505				
17	Hitmonchan	Fighting		455				
18	Charmeleon	Fire		405				
19	Arbok	Poison		438				
20	Gastly	Ghost	Poison	310				
21	Magikarp	Water		200				
22								

COUNTIF function, step by step:

Select the cell **G4**

Type **=COUNTIF**

Click the **COUNTIF** command

	A	B	C	D	E	F	G	H	I	J
1	Name	Type 1	Type 2	Total stats						
2	Mankey	Fighting		305						
3	Poliwrath	Water	Fighting	510		Type	Count			
4	Victreebel	Grass	Poison	490		Fighting	=COUNTIF			
5	Tentacool	Water	Poison	335		Water	COUNTIF			
6	Magneton	Electric	Steel	465		Grass	A conditional count across a range.			
7	Dewgong	Water	Ice	475			COUNTIFS			
8	Cloyster	Water	Ice	525						
9	Onix	Rock	Ground	385						
10	Dragonair	Dragon		420						
11	Pidgeotto	Normal	Flying	349						
12	Rattata	Normal		253						
13	Beedrill	Bug	Poison	395						
14	Doduo	Normal	Flying	310						
15	Kingler	Water		475						
16	Nidoqueen	Poison	Ground	505						
17	Hitmonchan	Fighting		455						
18	Charmeleon	Fire		405						
19	Arbok	Poison		438						
20	Gastly	Ghost	Poison	310						
21	Magikarp	Water		200						
22										

Specify the range `B2:B21` for the Type 1 values

Type `,`

Specify the criteria (the cell `F4`, which as the value "Fighting")

Hit enter

	A	B	C	D	E	F	G	H	I	J
1	Name	Type 1	Type 2	Total stats						
2	Mankey	Fighting		305						
3	Poliwrath	Water	Fighting	510		Type	2 × it			
4	Victreebel	Grass	Poison	490		Fighting	=COUNTIF(B2:B21,F4)			
5	Tentacool	Water	Poison	335		Water	COUNTIF(range, criterion)			
6	Magneton	Electric	Steel	465		Grass	EXAMPLE COUNTIF(A1:A10, ">20")			
7	Dewgong	Water	Ice	475			ABOUT Returns a conditional count across a range.			
8	Cloyster	Water	Ice	525			range The range that is tested against criterion.			
9	Onix	Rock	Ground	385			criterion The pattern or test to apply to range.			
10	Dragonair	Dragon		420			Learn more			
11	Pidgeotto	Normal	Flying	349						
12	Rattata	Normal		253						
13	Beedrill	Bug	Poison	395						
14	Doduo	Normal	Flying	310						
15	Kingler	Water		475						
16	Nidoqueen	Poison	Ground	505						
17	Hitmonchan	Fighting		455						
18	Charmeleon	Fire		405						
19	Arbok	Poison		438						
20	Gastly	Ghost	Poison	310						
21	Magikarp	Water		200						
22										

The function now counts the number of Fighting type Pokemon.

The function can be repeated for Water and Grass type Pokemon compare them:

	A	B	C	D	E	F	G	H	I
1	Name	Type 1	Type 2	Total stats					
2	Mankey	Fighting		305					
3	Poliwrath	Water	Fighting	510		Type	Count		
4	Victreebel	Grass	Poison	490		Fighting	=COUNTIF(B2:B21,F4)		
5	Tentacool	Water	Poison	335		Water	=COUNTIF(B2:B21,F5)		
6	Magneton	Electric	Steel	465		Grass	=COUNTIF(B2:B21,F6)		
7	Dewgong	Water	Ice	475					
8	Cloyster	Water	Ice	525					
9	Onix	Rock	Ground	385					
10	Dragonair	Dragon		420					
11	Pidgeotto	Normal	Flying	349					
12	Rattata	Normal		253					
13	Beedrill	Bug	Poison	395					
14	Doduo	Normal	Flying	310					
15	Kingler	Water		475					
16	Nidoqueen	Poison	Ground	505					
17	Hitmonchan	Fighting		455					
18	Charmeleon	Fire		405					
19	Arbok	Poison		438					
20	Gastly	Ghost	Poison	310					
21	Magikarp	Water		200					
22									

COUNTIF (range, criterion)

EXAMPLE
COUNTIF (A1:A10, ">20")

ABOUT
Returns a conditional count across a range.

range
The range that is tested against criterion.

criterion
The pattern or test to apply to range.

[Learn more](#)

Note: You can use the filling function for the other rows, but make sure to use absolute references for the ranges.

Now, we can see the number of Fighting, Water and Grass type Pokemon from this list:

	A	B	C	D	E	F	G	H
1	Name	Type 1	Type 2	Total stats				
2	Mankey	Fighting		305				
3	Poliwrath	Water	Fighting	510		Type	Count	
4	Victreebel	Grass	Poison	490		Fighting	2	
5	Tentacool	Water	Poison	335		Water	6	
6	Magneton	Electric	Steel	465		Grass	1	
7	Dewgong	Water	Ice	475				
8	Cloyster	Water	Ice	525				
9	Onix	Rock	Ground	385				
10	Dragonair	Dragon		420				
11	Pidgeotto	Normal	Flying	349				
12	Rattata	Normal		253				
13	Beedrill	Bug	Poison	395				
14	Doduo	Normal	Flying	310				
15	Kingler	Water		475				
16	Nidoqueen	Poison	Ground	505				
17	Hitmonchan	Fighting		455				
18	Charmeleon	Fire		405				
19	Arbok	Poison		438				
20	Gastly	Ghost	Poison	310				
21	Magikarp	Water		200				
22								

★+1

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