

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Security.Cryptography;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace CounterTask
9 {
10     public class Counter
11     {
12         private long _count;
13         private string _name;
14
15         public Counter(string name)
16         {
17             _name = name;
18             _count = 0;
19         }
20
21         public void Increment()
22         {
23             _count += 1;
24         }
25
26         public void Reset()
27         {
28             _count = 0;
29         }
30
31         public string Name
32         {
33             get
34             {
35                 return _name;
36             }
37             set
38             {
39                 _name = value;
40             }
41         }
42
43         public long Ticks
44         {
45             get
46             {
47                 return _count;
48             }
49         }
50
51         public long ResetByDefault
52         {
53             set
```

```
54         {  
55             _count = 2147483647358;  
56         }  
57     }  
58  
59  
60 }  
61 }  
62
```