// Add integer to the cat counter, and read the record.

Key key = **new** Key(ns, set, "a-record-with-one-counter");

Bin cat = **new** Bin(catCountBin, 1); // Increment by 1

Record record = client.operate(**null**, key,

Operation.*add*(cat),

Operation.*get*());

// Add integer to the cat counter and dog counter, and read the record.

key = **new** Key(ns, set, "a-record-with-two-counters");

cat = **new** Bin(catCountBin, 3); // Increment by 3

Bin dog = **new** Bin(dogCountBin, 2); // Increment by 2

record = client.operate(**null**, key,

Operation.*add*(cat),

Operation.*add*(dog),

Operation.*get*());

// Subtract integer from the cat counter , and read the record.

cat = **new** Bin(catCountBin, -1); // Decrement by 1

record = client.operate(**null**, key,

Operation.*add*(cat),

Operation.*get*());

// Add integer to the cat counter, and read the record.  
Key key = new Key(ns, set, "a-record-with-one-counter");  
  
Bin cat = new Bin(CatCountBin, 1); // Increment by 1  
Record record = client.Operate(null, key,

Operation.Add(cat),

Operation.Get());

// Add integer to the cat counter and dog counter, and read the record.  
key = new Key(ns, set, "a-record-with-two-counters");  
  
cat = new Bin(CatCountBin, 3); // Increment by 3  
Bin dog = new Bin(DogCountBin, 2); // Increment by 2  
record = client.Operate(null, key,

Operation.Add(cat),

Operation.Get());

// Subtract integer from the cat counter , and read the record.  
cat = new Bin(CatCountBin, -1); // Decrement by 1  
record = client.Operate(null, key,

Operation.Add(cat),

Operation.Get());