

```
1 class Counter {  
2     private long value;  
3     public Counter(long c) {          // constructor  
4         value = c;  
5     }  
6     // increment and return prior value  
7     public long getAndIncrement() {  
8         long temp = value;           // start of danger zone  
9         value = temp + 1;           // end of danger zone  
10        return temp;  
11    }  
12 }
```

FIGURE 2.1 The Counter class.