

```
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.