```
1 public class Counter
2 {
 3
        private int _count;
 4
        private string _name;
 5
 6
        public Counter(string name)
7
 8
            _name = name;
9
            _{count} = 0;
10
        }
11
12
        public void Increment()
13
14
            _count++;
15
        }
16
17
        public void Reset()
18
19
            _{count} = 0;
20
        }
21
22
        public string Name
23
24
            get
            {
25
26
                return _name;
27
            }
28
            set
29
            {
30
                _name = value;
31
            }
32
        }
33
34
        public int Ticks
35
36
            get
            {
37
38
                return _count;
39
            }
40
        }
41 }
```