```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Text;
 4
 5  namespace NQueens
 6  {
 7      /// <summary>
 8      /// This object represents a square on a chessboard.
 9      /// For the purposes of this object, a 'hit' is when a queen is able to ⏎
            attack this square.
10      /// </summary>
11      class Square
12      {
13          public bool isQueen = false;
14          int numHits = 0;
15
16          public int GetNumHits() { return numHits; }
17
18          public void MarkHit(int val )
19          {
20              numHits += val;
21          }
22
23          /// <summary>
24          /// Inherited to enable a deep cloning of a ChessBoard. See ⏎
                documentation for ICloneable
25          /// </summary>
26          /// <returns>A by value clone of this object</returns>
27          public Square Clone()
28          {
29              Square newSquare = new Square();
30              newSquare.isQueen = isQueen;
31              newSquare.numHits = numHits;
32              return newSquare;
33          }
34      }
35  }
36
```