Counter Class

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```
1
2
3    using System;
4
5
6    namespace CounterTask
7    {
8
9        public class MainClass
10       {
11           private static void PrintCounters(Counter[] counters)
12           {
13               foreach (Counter c in counters)
14               {
15                   Console.WriteLine("{0} is {1}", c.Name, c.Ticks);
16               }
17           }
18
19           public static void Main(string[] args)
20           {
21               Counter[] myCounters = new Counter[3];    // declaring the array
22               //for (int i = 0; i < 3; i++)
23               //{
24               //myCounters[i] = new Counter(name);
25               //}
26
27               myCounters[0] = new Counter("Counter 1");
28               myCounters[1] = new Counter("Counter 2");
29               //myCounters[2].Name = "Counter 3";
30               myCounters[2] = myCounters[0];
31
32               for (int i = 0; i < 10; i++)
33               {
34                   myCounters[0].Increment();
35               }
36
37               for (int i = 0; i < 15; i++)
38               {
39                   myCounters[1].Increment();
40               }
41
42               Console.WriteLine("Counters after incrementing: ");
43               PrintCounters(myCounters);
44
45               //myCounters[0].Reset();
46               //myCounters[1].Reset();
47               myCounters[2].Reset();
48
49               Console.WriteLine("Counters after resetting except counter 2: ");
50               PrintCounters(myCounters);
51               Console.ReadLine();
52           }
53       }
```

```
54    }
55
```

```csharp
using System;

namespace CounterTask
{
    public class Counter
    {
        private int _count;
        private string _name;

        public Counter(string name)
        {
            _name = name;
            _count = 0;
        }
        public void Increment()
        {
            _count++;
        }
        public void Reset()
        {
            _count = 0;
        }
        public string Name
        {
            get
            {
                return _name;
            }
            set
            {
                _name = value;
            }
        }
        public int Ticks
        {
            get
            {
                return _count;
            }
        }
    }

}
```

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MainClass > Main(string[] args)

```
 4
 5      namespace CounterTask
 6      {
 7          public class Counter1
 8
 9          {
10              private int _count;
11              private string _name;
12
13              public Counter1(string name)
14              {
15                  _name = name;
16                  _count = 0;
17              }
18              public void Increment()
19              {
20                  _count++;
21              }
22              public void Reset()
23              {
24                  _count = 0;
25              }
26              public string Name
```

Terminal – CounterTask

```
Counters after incrementing:
Counter 1 is 10
Counter 2 is 15
Counter 1 is 10
Counters after resetting except counter 2:
Counter 1 is 0
Counter 2 is 15
Counter 1 is 0
```