
Counter Class

Program Class

```
namespace CounterTask;

class Program
{

    public static void Main(string[] args)
    {
        Counter[] myCounters = new Counter[3];
        int i;

        myCounters[0] = new Counter("Counter 1");
        myCounters[1] = new Counter("Counter 2");
        myCounters[2] = myCounters[0];

        for (i = 0; i < 10; i++)
        {
            myCounters[0].Increment();
        }

        for (i = 0; i < 15; i++)
        {
            myCounters[1].Increment();
        }

        PrintCounters(myCounters);

        myCounters[2].Reset();

        PrintCounters(myCounters);

        Console.ReadLine();
    }
}
```

```

        private static void PrintCounters(Counter[] counters)
        {
            foreach (Counter c in counters)
            {
                Console.WriteLine("{0} is {1}", c.Name, c.Ticks);
            }
        }
    }
}

```

Counter Class

```

using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

```

```

namespace CounterTask
{
    internal class Counter
    {
        private int _count;
        private string _name;
        public Counter(string name)
        {
            _count = 0;
            _name = name;
        }
        public int Increment()
        {
            _count++;
            return _count;
        }
        public int Reset()
        {
            _count = 0;
            return _count;
        }
        public string Name
        {
            get
            {
                return _name;
            }
            set
            {
                _name = value;
            }
        }
    }
}

```

```

public int Ticks
{
    get
    {
        return _count;
    }
}
}
}

```

Screenshot of Output

