

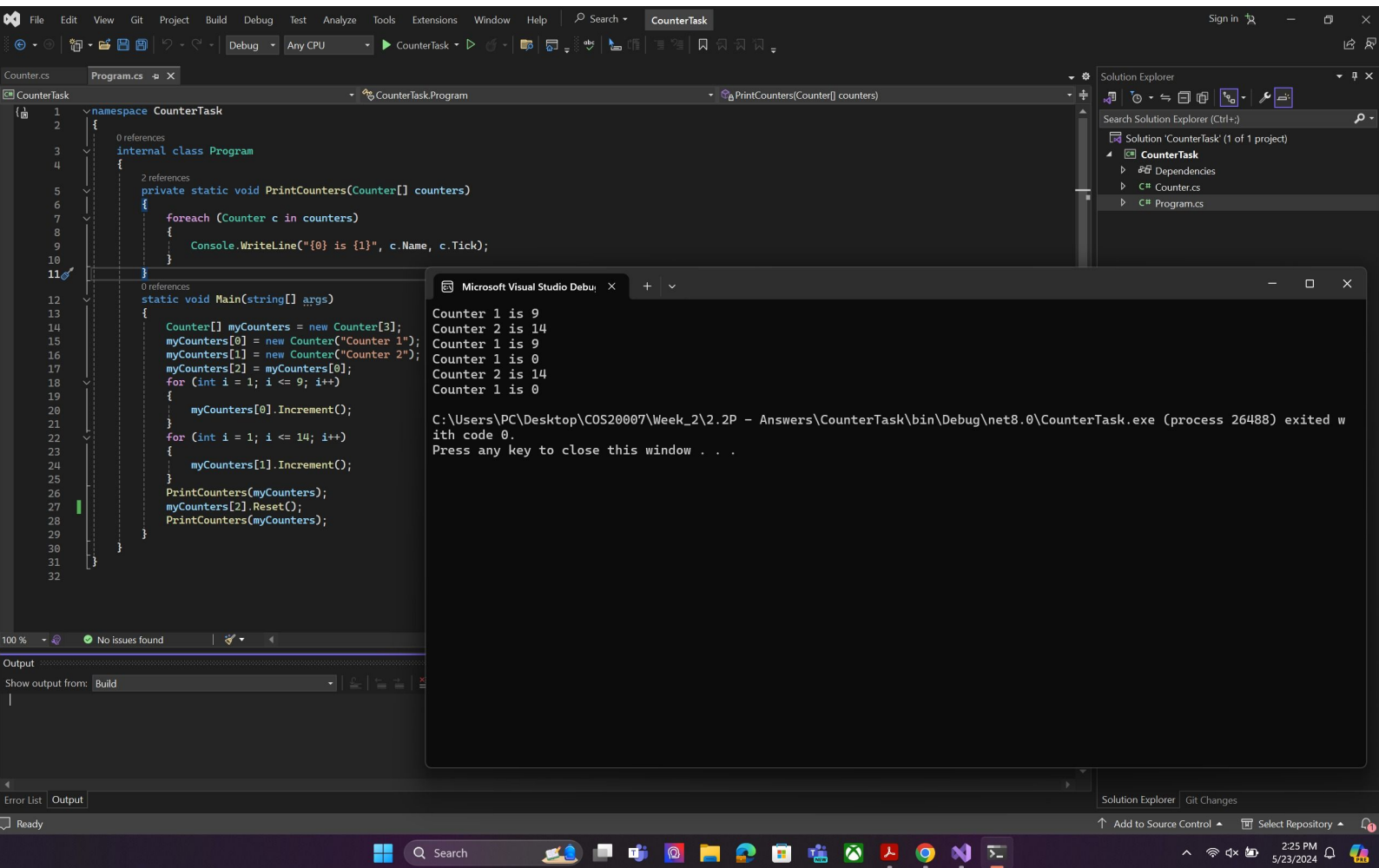
Counter.cs

...COS20007\Week_2\2.2P - Answers\CounterTask\Counter.cs

1

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Security.Cryptography;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace CounterTask
9 {
10     public class Counter
11     {
12         private string _name;
13         public string Name
14         {
15             get
16             {
17                 return _name;
18             }
19             set
20             {
21                 _name = value;
22             }
23         }
24
25         private int _count;
26         public int Tick
27         {
28             get
29             {
30                 return _count;
31             }
32         }
33
34         public Counter(string name)
35         {
36             _name = name;
37             _count = 0;
38         }
39         public int Increment()
40         {
41             return _count++;
42         }
43         public int Reset()
44         {
45             return _count = 0;
46         }
47     }
48 }
49 }
```

Output Screenshot



Program.cs

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1

```
1 namespace CounterTask
2 {
3     internal class Program
4     {
5         private static void PrintCounters(Counter[] counters)
6         {
7             foreach (Counter c in counters)
8             {
9                 Console.WriteLine("{0} is {1}", c.Name, c.Tick);
10            }
11        }
12        static void Main(string[] args)
13        {
14            Counter[] myCounters = new Counter[3];
15            myCounters[0] = new Counter("Counter 1");
16            myCounters[1] = new Counter("Counter 2");
17            myCounters[2] = myCounters[0];
18            for (int i = 1; i <= 9; i++)
19            {
20                myCounters[0].Increment();
21            }
22            for (int i = 1; i <= 14; i++)
23            {
24                myCounters[1].Increment();
25            }
26            PrintCounters(myCounters);
27            myCounters[2].Reset();
28            PrintCounters(myCounters);
29        }
30    }
31 }
32
```