

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

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

