

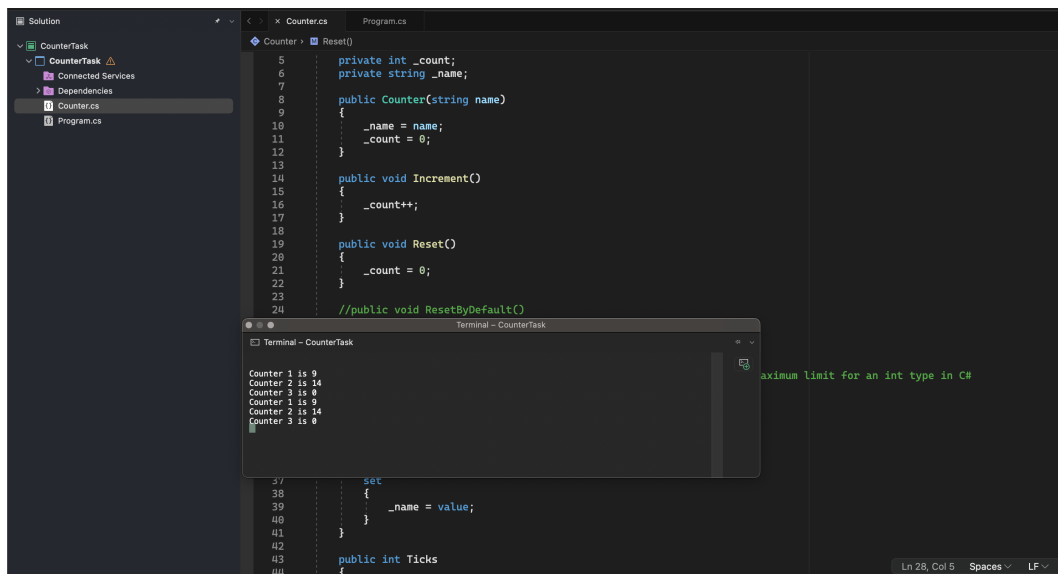
Counter.cs

```
1  namespace CounterTask;
2
3  public class Counter
4  {
5      private int _count;
6      private string _name;
7
8      public Counter(string name)
9      {
10         _name = name;
11         _count = 0;
12     }
13
14     public void Increment()
15     {
16         _count++;
17     }
18
19     public void Reset()
20     {
21         _count = 0;
22     }
23
24     //public void ResetByDefault()
25     //{
26     //    _count = 2147483647510;
27     //}
28
29     //The code can not run as the issue with using 2147483647510 is that the
    value exceeds the maximum limit for an int type in C#
30
31     public string Name
32     {
33         get
34         {
35             return _name;
36         }
37         set
38         {
39             _name = value;
40         }
41     }
42
43     public int Ticks
44     {
45         get
46         {
47             return _count;
48         }
49     }
50 }
```

Program.cs

```
1  using System;
2
3  namespace CounterTask
4  {
5      internal class Program
6      {
7          private static void PrintCounters(Counter[] counters)
8          {
9              foreach (Counter c in counters)
10             {
11                 Console.WriteLine($"{c.Name} is {c.Ticks}");
12             }
13         }
14         static void Main(string[] args) {
15             Counter[] myCounters = new Counter[3];
16             myCounters[0] = new Counter("Counter 1");
17             myCounters[1] = new Counter("Counter 2");
18             myCounters[2] = new Counter("Counter 3");
19
20             for (int i = 1; i < 10; i++)
21             {
22                 myCounters[0].Increment();
23             }
24
25             for (int i = 1; i < 15; i++)
26             {
27                 myCounters[1].Increment();
28             }
29
30             PrintCounters(myCounters);
31             myCounters[2].Reset();
32             PrintCounters(myCounters);
33         }
34     }
35 }
```

Output of the program:



```
5      private int _count;
6      private string _name;
7
8      public Counter(string name)
9      {
10         _name = name;
11         _count = 0;
12     }
13
14     public void Increment()
15     {
16         _count++;
17     }
18
19     public void Reset()
20     {
21         _count = 0;
22     }
23
24     //public void ResetByDefault()
25
26     private void Set(string name, int count)
27     {
28         _name = name;
29         _count = count;
30     }
31
32     public int Ticks
33     {
34         get { return _count; }
35         set { _count = value; }
36     }
37 }
```

```
Counter 1 is 9
Counter 2 is 14
Counter 3 is 0
Counter 1 is 9
Counter 2 is 14
Counter 3 is 0
```