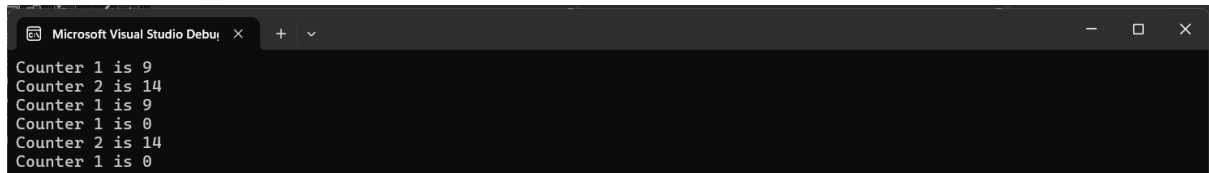


2.2P - Counter Class

Jayden Kong, 104547242

Program output:

A screenshot of the Microsoft Visual Studio Debug Console window. The window has a dark background and a title bar that reads "Microsoft Visual Studio Debug Console". The output text is as follows:

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

Program.cs code:

```
namespace CounterTask
{
    internal class Program
    {
        private static void PrintCounters(Counter[] counters)
        {
            foreach (Counter c in counters)
            {
                Console.WriteLine("{0} is {1}", c.Name, c.Ticks);
            }
        }
        static void Main(string[] args)
        {
            Counter[] myCounters = new Counter[3];
            myCounters[0] = new Counter("Counter 1");
            myCounters[1] = new Counter("Counter 2");
            myCounters[2] = myCounters[0];

            for (int i = 1; i <= 9; i++)
            {
                myCounters[0].Increment();
            }

            for (int i = 1; i <= 14; i++)
            {
                myCounters[1].Increment();
            }

            PrintCounters(myCounters);
            myCounters[2].Reset();
            PrintCounters(myCounters);
        }
    }
}
```

Counter.cs code

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

namespace CounterTask
{
    public class Counter
    {
        private int _count;
        private string _name;
        public string Name
        {
            get
            {
                return _name;
            }
            set
            {
                _name = value;
            }
        }

        public int Ticks
        {
            get
            {
                return _count;
            }
        }

        public Counter(string name)
        {
            _name = name;
            _count = 0;
        }

        public void Increment()
        {
            _count += 1;
        }
        public void Reset()
        {
            _count = 0;
        }
    }
}
```