**2.2P - Counter Class**

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Program output:

A black and grey screen

Description automatically generated

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;

}

}

}