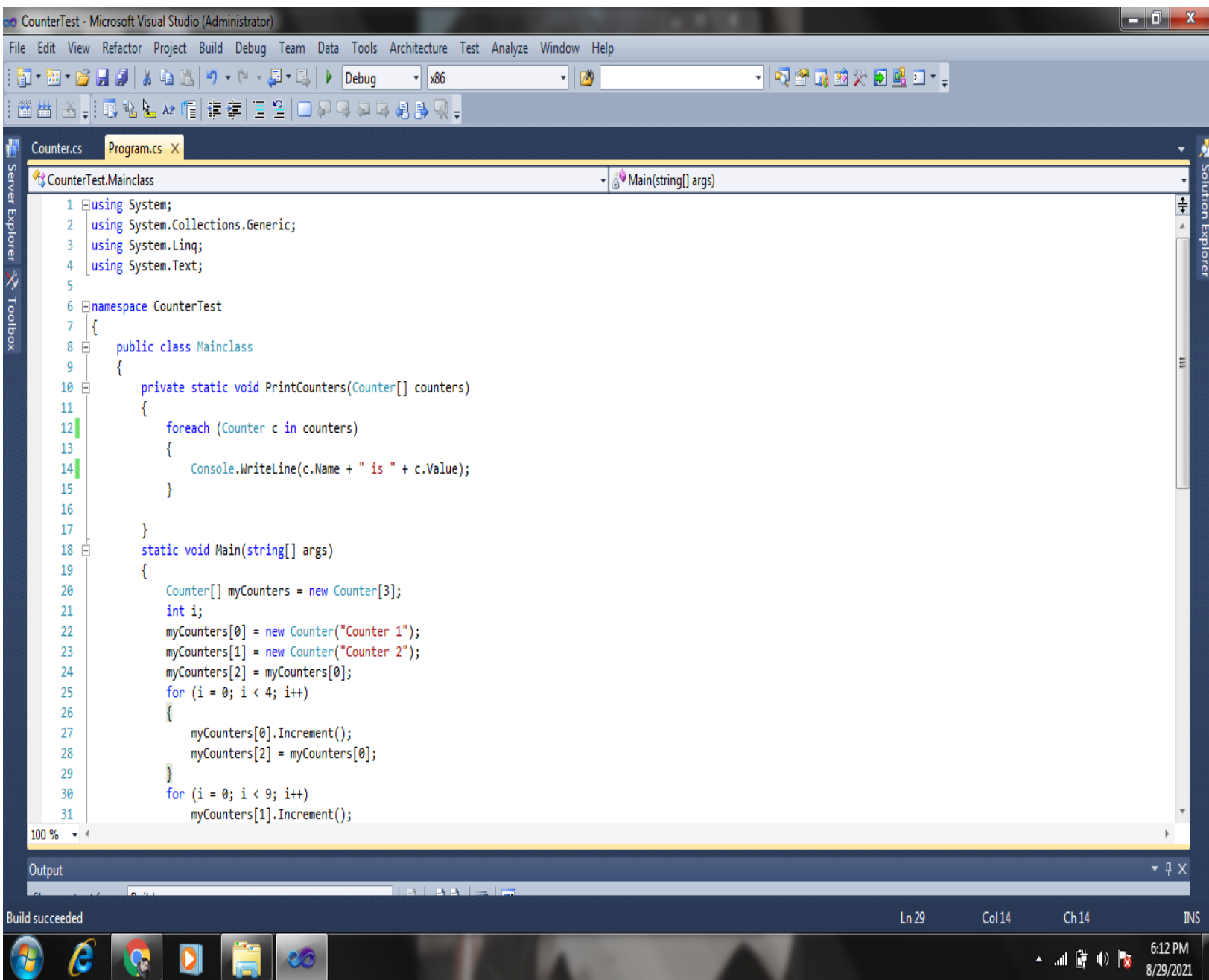
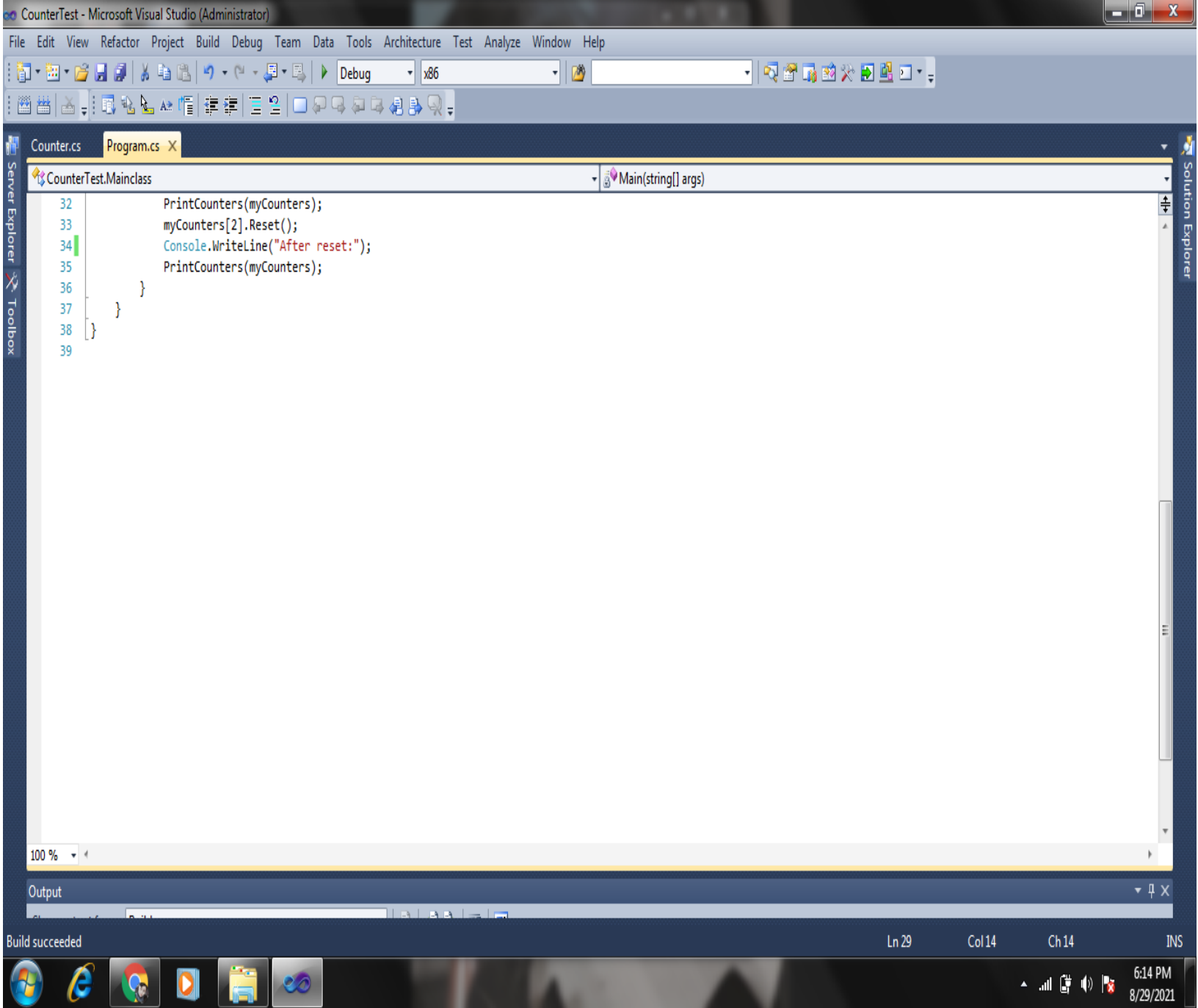
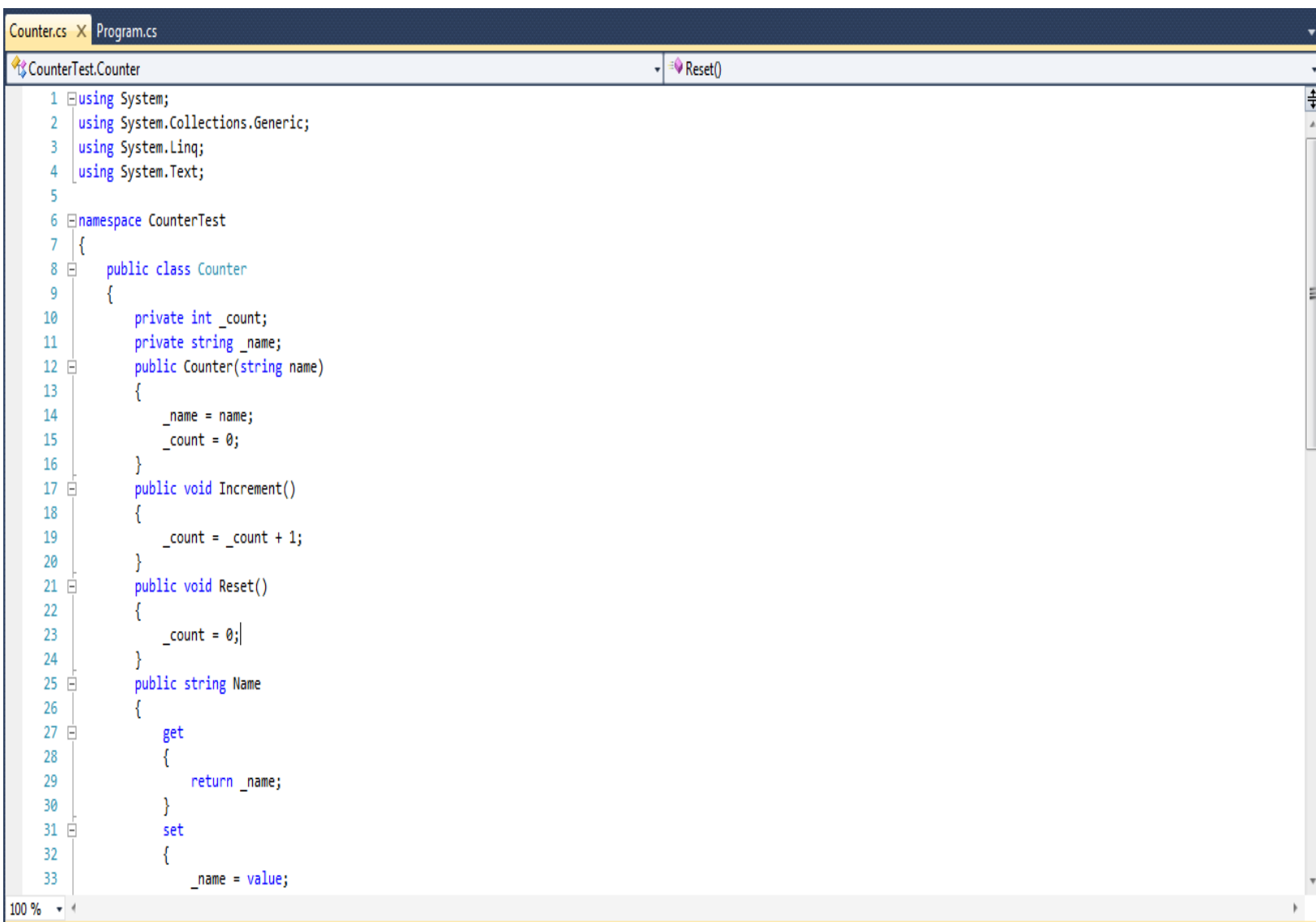


Code of CounterTest:



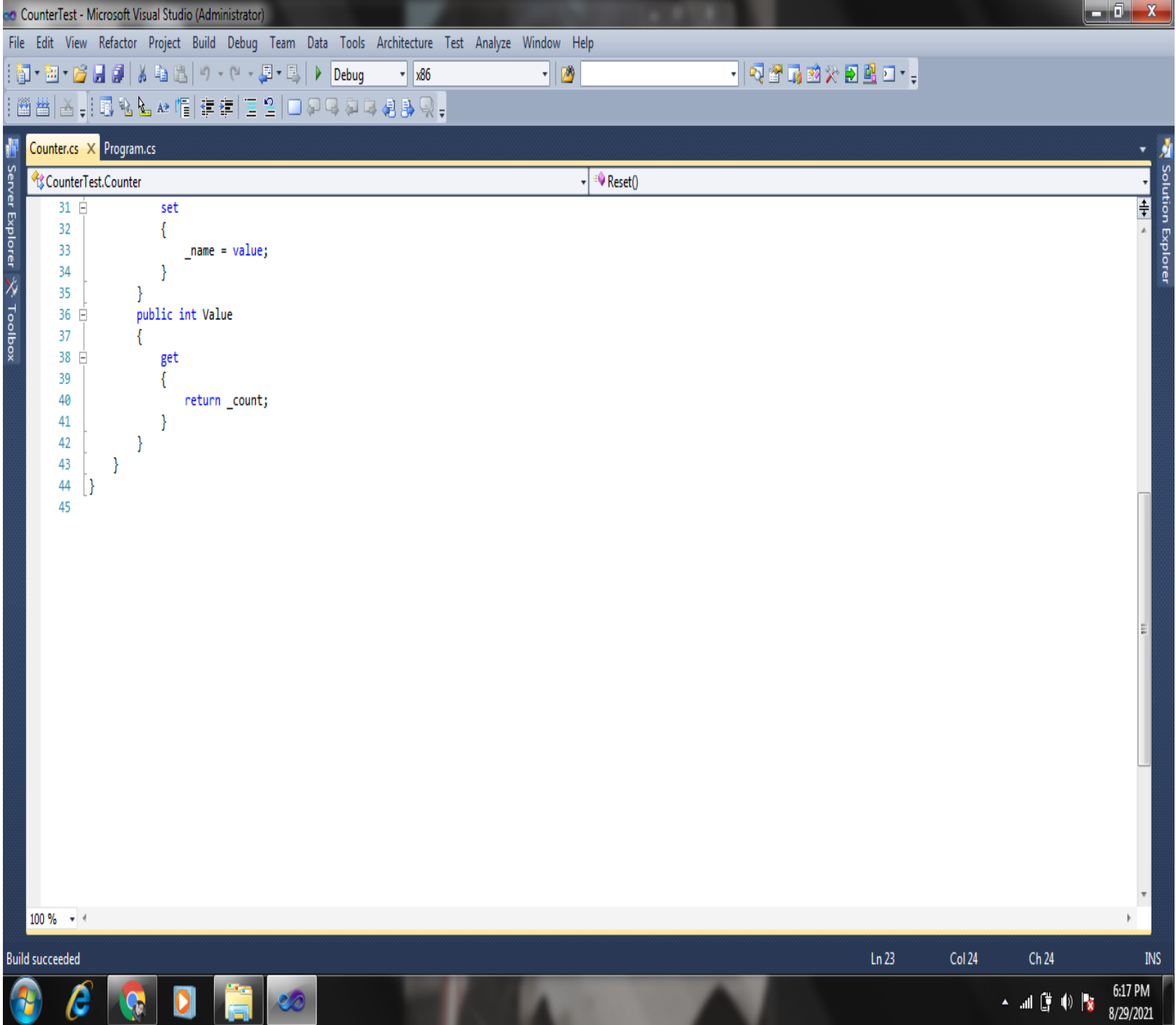


Code of class Counter:



The screenshot shows a Visual Studio code editor with a single file named `CounterTest.Counter.cs` open. The code defines a `Counter` class within the `CounterTest` namespace. The class has two private fields: `_count` (an integer) and `_name` (a string). It includes a constructor `Counter(string name)` that initializes `_name` and `_count` to 0. There are three public methods: `Increment()` which increments `_count` by 1, `Reset()` which sets `_count` back to 0, and a `Name` property with `get` and `set` accessors. The `get` accessor returns `_name`, and the `set` accessor assigns `value` to `_name`. The interface includes standard IDE elements like a Solution Explorer on the left, a Properties window on the right, and a status bar at the bottom showing 100% zoom.

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



Program's output:

