

Program.Cs

using System;

namespace CounterTask

{

internal class Program

{

private static void PrintCounters(Counter[] myCounters)

{

foreach (Counter c in myCounters)

{

Console.WriteLine("{0} is {1}", c.Name, c.Ticks);

}

}

static void Main(string[] args)

{

// Step 1: Let myCounters be an array of three Counter objects

Counter[] myCounters = new Counter[3];

// Step 2: myCounters[0] := new Counter with name "Counter 1"

myCounters[0] = new Counter("Counter 1");

// Step 3: myCounters[1] := new Counter with name "Counter 2"

myCounters[1] = new Counter("Counter 2");

// Step 4: myCounters[2] := new Counter with name "Counter 3"

myCounters[2] = new Counter("Counter 3"); // Create a new instance for Counter 3

// Step 5: for i := 1 to 9

for (int i = 1; i <= 9; i++)

```

{
    // Step 6: Tell myCounters[0] to Increment
    myCounters[0].Increment();
}

// Step 7: for i := 1 to 14
for (int i = 1; i <= 14; i++)
{
    // Step 8: Tell myCounters[1] to Increment
    myCounters[1].Increment();
}

// Step 9: Tell Program to PrintCounters(myCounters)
PrintCounters(myCounters);

// Step 10: Tell myCounters[2] to Reset
myCounters[2].Reset(); // This will reset Counter 3

// Step 11: Tell Program to PrintCounters(myCounters)
PrintCounters(myCounters);
}
}
}

```

Counter.cs

```

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

        public void Increment()
        { _count++; }

        public void Reset()
        { _count = 0; }

        public string Name
        {
            get
            {
                return _name;
            }
            set
            {
                _name = value;
            }
        }
    }
}
```

```

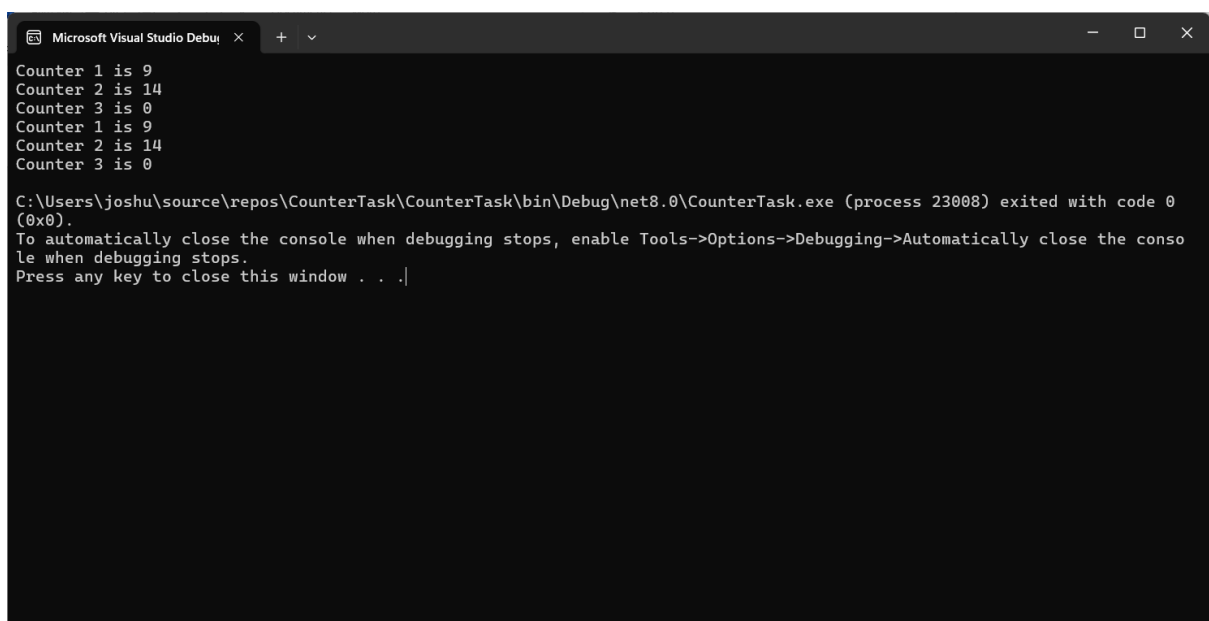
    }

}

public int Ticks
{
    get
    {
        return _count;
    }
}
}
}

```

## Output



```

Microsoft Visual Studio Debug Console
Counter 1 is 9
Counter 2 is 14
Counter 3 is 0
Counter 1 is 9
Counter 2 is 14
Counter 3 is 0
C:\Users\joshu\source\repos\CounterTask\CounterTask\bin\Debug\net8.0\CounterTask.exe (process 23008) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .|

```