```
-- Accessing properties
getValue : Counter -> Int
getValue counter = counter.value


getValue counter
> 0


getValue { value = 2, count = 1}
> 2
```

```
-- Shorthand accessors
getValueShort : Counter -> Int
getValueShort counter = .value counter


getValueShort counter
> 0

getValueShort { value = 2, count = 1}
> 2
```

```
-- Accessing properties
getValue : Counter -> Int
getValue counter = counter.value


getValue counter
> 0

getValue { value = 2, count = 1}
> 2
```