

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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## Counter Class

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```
1  using System;
2  using System.Drawing;
3  namespace CounterClass
4  {
5      internal class Program
6      {
7          private static void PrintCounters(Counter[] myCounters)
8          {
9              foreach (Counter counter in myCounters)
10             {
11                 // The {0} marker means inject the 1st value following the string at
12                 // this point.
13                 Console.WriteLine("{0} is {1}", counter.NameCounter, counter.Tick);
14             }
15             Console.ReadLine();
16         }
17         public static void Main(string[] args)
18         {
19             Counter[] myCounters = new Counter[3];
20             myCounters[0] = new Counter("Counter 1");
21             myCounters[1] = new Counter("Counter 2");
22             myCounters[2] = myCounters[0];
23
24             // Loop i from 0 to 9
25             for (int i = 0; i < 10; i++)
26             {
27                 myCounters[0].Increment();
28             }
29             // Loop i from 0 to 14
30             for (int i = 0; i < 15; i++)
31             {
32                 myCounters[1].Increment();
33             }
34
35             Program.PrintCounters(myCounters);
36             // Resetting counter 1
37             myCounters[2].Reset();
38             // Prints Counters by passing in myCounters
39             Program.PrintCounters(myCounters);
40         }
41     }
```

```
1  using System;
2
3  public class Counter
4  {
5      //the fields enable the counter to know its count and name values
6      private int _count;
7      private string _name;
8
9      public Counter(string name)
10     {
11         _name = name;
12         _count = 0;
13     }
14
15     public string NameCounter
16     {
17         //get method is read only
18         get
19         {
20             return _name;
21         }
22         //set method is write only
23         set
24         {
25             _name = value;
26         }
27     }
28
29     public int Tick
30     {
31         get
32         {
33             return _count;
34         }
35     }
36
37     public void Increment()
38     {
39         _count += 1;
40     }
41
42     public void Reset()
43     {
44         _count = 0;
45     }
46 }
```

```
28     |           // Loop 1 from 0 to 14
29     |           for (int i = 0; i < 15; i++)
30     |           {
31     |               myCounters[1].Increment();
32     |
33     |
34     |           Program.PrintCounters(myCounters);
35     |           // Resetting counter 1
36     |           myCounters[2].Reset();
37     |           // Prints Counters by passing in myCounters
38     |           Program.PrintCounters(myCounters);

```

Terminal – CounterTask

```
Counter 1 is 10
Counter 2 is 15
Counter 1 is 10

Counter 1 is 0
Counter 2 is 15
Counter 1 is 0
```

master master no changes  Build successful.  Errors