

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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
↪  this point.
12                 Console.WriteLine("{0} is {1}", counter.NameCounter, counter.Tick);
13             }
14             Console.ReadLine();
15         }
16         public static void Main(string[] args)
17         {
18             Counter[] myCounters = new Counter[3];
19             myCounters[0] = new Counter("Counter 1");
20             myCounters[1] = new Counter("Counter 2");
21             myCounters[2] = myCounters[0];
22
23             // Loop i from 0 to 9
24             for (int i = 0; i < 10; i++)
25             {
26                 myCounters[0].Increment();
27             }
28             // Loop i 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);
39         }
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