

Program.cs

```
using System;
```

```
namespace CounterTask
```

```
{
```

```
    public class MainClass
```

```
    {
```

```
        private static void Print_Counters(Counter[] counters)
```

```
        {
```

```
            foreach (Counter c in counters)
```

```
            {
```

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

```
            }
```

```
        }
```

```
        public static void Main(string[] args)
```

```
        {
```

```
            Counter[] myCounters = new Counter[3];
```

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

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

```
            myCounters[2] = myCounters[0];
```

```
            int i;
```

```
            for (i = 0; i <= 9; i++)
```

```
            {
```

```
                myCounters[0].Increment();
```

```
            }
```

```
            for (i = 0; i <= 14; i++)
```

```
            {
```

```
                myCounters[1].Increment();
```

```
            }
```

```
            Print_Counters(myCounters);
```

```
            Console.ReadLine();
```

```
            myCounters[2].Reset();
```

```
            Print_Counters(myCounters);
```

```
            Console.ReadLine();
```

```
        }
```

```
    }
```

```
}
```

Message.cs

```
using System;
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 Tick
        {
            get
            {
                return _count;
            }
        }
    }
}
```

