

```
1
2
3  #include "CharacterCounter.h"
4
5
6  CharacterCounter::CharacterCounter() noexcept :
7      fTotalNumberOfCharacters(0)
8  {}
9
10
11 void CharacterCounter::count(unsigned char aCharacter) noexcept {
12     fCharacterCounts[aCharacter].setCharacter(aCharacter);
13     fCharacterCounts[aCharacter].increment();
14     fTotalNumberOfCharacters++;
15 }
16
17 const CharacterMap& CharacterCounter::operator[] (unsigned char aCharacter)  ↗
18     const noexcept {
19     return fCharacterCounts[aCharacter];
20 }
```