|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | using System; | |  | using System.Collections.Generic; | |  | using System.Linq; | |  | using System.Text; | |  |  | |  | namespace ConsoleApplication1 | |  | { | |  | class myArr | |  | { | |  | int[] arr; | |  | public int Length; | |  | public myArr(int Size) | |  | { | |  | arr = new int[Size]; | |  | Length = Size; | |  | } | |  | // Простой индексатор | |  | public int this[int index] | |  | { | |  | set // Устанавливаем массим элементов | |  | { | |  | arr[index] = value; | |  | } | |  | get | |  | { | |  | return arr[index]; | |  | } | |  | } | |  | } | |  | class Program | |  | { | |  | static void Main() | |  | { | |  | myArr h = new myArr(10); | |  | // Инициализируем каждый индекс экземпляра класса arr1 for (int i = 0; i < i.Length; i++) | |  | { | |  | i[i] = i \* 2; | |  | Console.Write("{0} ", i[i]); | |  | } | |  | } | |  | } | |  | } | | Переменные Length , Size ;  Заменить все не однозначные имена на более понятные ;  Комментирование методов произведено неверно; Заменить   |  | | --- | | for (int i = 0; i < i.Length; i++) | | i[i] = i \* 2; | | Console.Write("{0} ", i[i]); |   На for (int i = 0; i < h.Length; i++)   |  | | --- | | h[i] = i \* 2; | | Console.Write("{0} ", h[i]); |   Убрать цикл For из комментария |