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This is the project README file. Here, you should describe your project. Tell the reader (someone who does not know anything about this project) all he/she needs to know. The comments should usually include at least:  
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PROJECT TITLE: Counter

PURPOSE OF PROJECT: Implements a simple counter

VERSION or DATE: 18/10/2004

HOW TO START THIS PROJECT:

AUTHORS: Wizard

USER INSTRUCTIONS:



## Class Counter

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```
/**  
 * Write a description of class Counter here.  
 *  
 * @author (your name)  
 * @version (a version number or a date)  
 */  
public class Counter  
{  
    // instance variables - replace the example below with your own  
    private int value;  
  
    /**  
     * Constructor for objects of class Counter  
     */  
    public Counter()  
    {  
        // initialise instance variables  
        value = 0;  
    }  
  
    public Counter(int x)  
    {  
        value=x;  
    }  
  
    /**  
     * Returns the current value of the counter  
     *  
     * @return the value of the counter  
     */  
    public int getValue()  
    {  
        return value;  
    }  
  
    /**  
     * Resets the counter to zero  
     */  
    public void reset()  
    {  
        value=0;  
    }  
  
    public void decrement()  
    {  
        value=value - 1;  
        /**  
         * H entoli auti einai isodunami kai me tis parakatw 2 entoles:  
         * value--;  
         * value-=1;  
         * H value-- "boleuei" perissotero programmatistika giat i xreiaze  
tai
```

## Class Counter (continued)

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```
* ligotero xrono gia na ektelestei kai allwste einai kai pio bol  
ikh sth grafh.  
    * Sunepws auti 8a xrisimopoiooume apo dw kai mpros gia na meiwsou  
me enan akeraio kata 1.  
    */  
}  
  
public void decrementBy(int x)  
{  
    value-=x;  
    // h enallaktika (mono ws pros ton tropo grafhs kai oxi ws pros t  
h leitourgia):  
    // value=value-x;  
}  
  
/**  
 * Increments the value of the counter by a given amount  
 *  
 * @param inc the increment  
 */  
public void incrementBy(int inc)  
{  
    value= value + inc;  
    // H parapanw entolh einai isodunami me thn:      value += inc;  
}  
  
public void increment(int x)  
{  
    value++;  
    // Kat analogia me to value--;  
}  
  
public void setValue(int newValue)  
{  
    value=newValue;  
}  
}
```