

Namespaces are additive

```
/*
C#: The Complete Reference
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*/
// Namespaces are additive.

using System;

// Bring Counter into view.
using Counter;

// Here is one Counter namespace.
namespace Counter {
// A simple countdown counter.
class Countdown {
int val;

public Countdown(int n) {
val = n;
}

public void reset(int n) {
val = n;
}

public int count() {
if(val > 0) return val--;
else return 0;
}
}
}

// Here is another Counter namespace.
```

```
namespace Counter {
// A simple count-up counter.
class CountUp {
int val;
int target;

public int Target {
get{
return target;
}
}

public CountUp(int n) {
target = n;
val = 0;
}

public void reset(int n) {
target = n;
val = 0;
}

public int count() {
if(val < target) return val++; else return target; } } }
public class NSDemo5 { public static void Main() { Countdown
cd = new Countdown(10); CountUp cu = new CountUp(8); int i; do
{ i = cd.count(); Console.Write(i + " "); } while(i > 0);
Console.WriteLine();

do {
i = cu.count();
Console.Write(i + " ");
} while(i < cu.Target); } } [/csharp]
```