Define indexer

```
/*
Learning C#
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Publisher: O'Reilly
ISBN: 0596003765
*/
using System;

namespace Indexers
{
// a simplified ListBox control
class ListBoxTest
{
private string[] strings;
private int ctr = 0;

// initialize the listbox with strings
public ListBoxTest(params string[] initialStrings)
{
// allocate space for the strings
strings = new String[256];

// copy the strings passed in to the constructor
foreach (string s in initialStrings)
{
strings[ctr++] = s;
}
}

// add a single string to the end of the listbox
public void Add(string theString)
{
if (ctr >= strings.Length)
{
```

```csharp
            // handle bad index
        }
        else
            strings[ctr++] = theString;
    }

    // allow array-like access
    public string this[int index]
    {
        get
        {
            if (index < 0 || index >= strings.Length)
            {
                // handle bad index
            }
            return strings[index];
        }
        set
        {
            // add only through the add method
            if (index >= ctr )
            {
                // handle error
            }
            else
                strings[index] = value;
        }
    }

    // publish how many strings you hold
    public int GetNumEntries()
    {
        return ctr;
    }

}

public class TesterListBoxTest
```

```csharp
{
[STAThread]
static void Main()
{
// create a new listbox and initialize
ListBoxTest lbt =
new ListBoxTest("Hello", "World");

Console.WriteLine("After creation…");
for (int i = 0;i
```