

# Indexer with complex logic

```
using System;

class MyValue {
    private String[] Cards = new String[52];
    public String this[int index] {
        get {
            return Cards[index];
        }
        set {
            Cards[index] = value;
        }
    }

    public String this[String CardName] {
        get {
            for (int i = 0; i < 52; i++) { if (Cards[i] == CardName)
                return Cards[i]; } return Cards[0]; } set { for (int i = 0; i
                < 52; i++) { if (Cards[i] == CardName) Cards[i] = value; } }
        public MyValue() { int y = 0; int i = 0; while (i < 52) { for
            (int x = 0; x < 13; x++) { switch (y) { case 0: Cards[i] = (x
                + 1) + " A"; break; case 1: Cards[i] = (x + 1) + " B"; break;
                case 2: Cards[i] = (x + 1) + " C"; break; case 3: Cards[i] =
                    (x + 1) + " D"; break; } if (y == 3) y = 0; else y++; i++;
            } }
        class MyValueClient { public static void Main() { MyValue
            PokerDeck = new MyValue(); String FourOfHearts = PokerDeck["4
                of Hearts"]; Console.WriteLine(FourOfHearts); } } [/csharp]
```