

LABORATORY 6 – LAB ACTIVITY

1. Make sure you do not have any memory leaks in your program.
2. Add a new item to your menu, allowing you to see the number of instances (of your entity type) that exist in your program at the current moment, as well as the total number of instances (*all_instances*) that have been created since the application was started. Implement this using static members. Check out the difference of *all_instances* when you pass variables of your entity type by value vs. when you pass them by reference.