



STATIC





```
class PiggyBank{
  constructor(){
    if(PiggyBank.count === undefined) PiggyBank.count = 0;
    PiggyBank.count++;
    this.balance = 0;
    this.lt = 0;
  }

  deposit(v){
    if(v > 0){
      this.balance += v;
      this.lt = v;
    }
  }

  withdraw(v){
    if(v > 0 && v <= this.balance){
      this.balance -= v;
      this.lt = -v;
    }
  }

  statement(){
    console.log("Balance = " + this.balance);
    console.log("Last Transaction = " + this.lt);
  }

  static printObjectCount(){
    console.log("This is a Static Method");
    console.log("Object Count = " + PiggyBank.count);
  }
}

var pg1 = new PiggyBank();
var pg2 = new PiggyBank();
var pg3 = new PiggyBank();

PiggyBank.printObjectCount();
```

