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TRAPPING CONSTRUCTOR

MAIN.JS

```javascript
function PiggyBank() {
    this.balance = 0;
    this.lt = 0;
}
const PiggyCount = {
    objectCount : 0,
    construct(target, args) {
        console.log('PiggyBank Object Created');
        this.objectCount++;
        return new target(...args);
    }
};


PiggyBank = new Proxy(PiggyBank, PiggyCount);


let pg1 = new PiggyBank();
console.log(pg1);
let pg2 = new PiggyBank();
console.log(pg2);
let pg3 = new PiggyBank();
console.log(pg3);


console.log("Total Objects Created -> " +
PiggyCount.objectCount);
```