

8)Create a class for counting the number of objects created and destroyed within various blocks using constructor and destructors.

```
#include <iostream>
using namespace std;
class counting{
    public:
        int obj1, obj2, sum;
        counting();
        ~counting();
};

counting::counting(){
    cout<<"object of counting class constructed";
}
counting::~~counting()
{
    cout<<"object instance removed with destructor";
}
int main()
{
    counting c;
    c.obj1= 4;
    c.obj2= 5;
    c.sum= c.obj1+c.obj2;
    cout<<"add two no.:"<<c.sum <<endl;
    return 0;
}
```