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#include<stdio.h>
class integer                                     // container class definition
{
    int num;
    public:
        integer(int=0);
        integer& increment();
        int get()const;
};
class keep_count
{
    static integer counter;                       // contained class instance
    public:
        keep_count();
        int print()const;
};
integer keep_count :: counter = 0;                // static data member definition
integer::integer(int x): num(x)
{
    printf("Integer constructor\n");
}
integer& integer :: increment()
{
    ++num;
    return *this;
}
int integer :: get()const
{
    return num;
}
keep_count :: keep_count()                       // constructor
{
    printf("Keep Count constructor\n");
    counter.increment();
}
int keep_count :: print()const
{
    return counter.get();
}
int main()
{
    keep_count kc1;                               // class instantiation
    keep_count kc2,kc3;
    printf("%d\n",kc1.print());
    return 0;
}

```