```cpp
// In Car.h
#include <iostream>
// Lecture 47: Static Member Variables
class Car
{
private:
    static int totalCount; // variable declared inside
        class
public:
    static void ShowCount(); // function declared
        inside class
};

// In Car.Cpp
int Car::totalCount = 0; // initialise outside class
    declaration


// to know the count of a car, we first had to create
    an object of the car, and then invoke the dashboard
    function. What if, we don't have an object? then how
    do we know the count of cars?

// For this we can implement a static FUNCTION!
// This is going to be static!!
void Car::ShowCount() {
    std::cout << "Total cars : " << totalCount <<
        std::endl;
}
```