

```

class Pupil
{
    // Objekt-Variablen
    public string FirstName { get; set; }
    public string LastName { get; set; }

    // Neue Variante - Lösung über ein static property:
    // static public int PupilCounter { get; private set; }

    // "Alte" Variante >> Private Klassenvariable
    static private int pupilCounter = 0;

    // Überladenen Konstruktoren
    public Pupil()
    {
        FirstName = "unknown";
        LastName = "unknown too";
        pupilCounter++;
    }

    public Pupil(string FirstName, string LastName)
    {
        this.FirstName = FirstName;
        this.LastName = LastName;
        pupilCounter++;
    }

    public static int GetPupilCounter ()
    {
        // Objektvariablen können durch statische Methoden nicht gesetzt
        // und auch nicht gelesen werden!!!
        /// this.FirstName = "set";
        return pupilCounter;
    }

    ~Pupil()
    {
        pupilCounter--;
    }
}

static void Main(string[] args)
{
    Console.WriteLine("{0} Pupils instantiated", Pupil.GetPupilCounter());

    Pupil p1 = new Pupil();
    Console.WriteLine("{0} Pupils instantiated", Pupil.GetPupilCounter());

    Pupil p2 = new Pupil("Hans", "Zimmer");
    Console.WriteLine("{0} Pupils instantiated", Pupil.GetPupilCounter());
}

```