**using** System;  
 class test  
 {  
 static **private** **int** *sctr*;  
 **public** **int** *ctr*;  
  
 **public** void **routine**()  
 {  
 Console.**WriteLine**("In the routine - ctr = {0} / sctr = {1}\n", *ctr*, *sctr* );  
 }  
  
 static test()  
 {  
 *sctr* = 100;  
 Console.**WriteLine**("In Static Constructor - sctr = {0}\n", *sctr* );  
 }  
  
 **public** test()  
 {  
 *ctr*++;  
 *sctr*++;  
 Console.**WriteLine**("In Constructor- ctr = {0} / sctr = {1}\n", *ctr*, *sctr* );  
 }  
 }  
  
 class StatCon  
 {  
 **public** static void **Main**()  
 {  
 Console.**WriteLine**("Start of Main method...");  
  
 Console.**WriteLine**("Creating first object...");  
 test first = **new** test();  
 Console.**WriteLine**("Creating second object...");  
 test second = **new** test();  
  
 Console.**WriteLine**("Calling first routine...");  
 first.**routine**();  
  
 Console.**WriteLine**("Creating third object...");  
 test third = **new** test();  
 Console.**WriteLine**("Calling third routine...");  
 third.**routine**();  
  
 Console.**WriteLine**("Calling second routine...");  
 second.**routine**();  
  
 Console.**WriteLine**("End of Main method");  
 Console.**ReadKey**();  
 }  
 }