```cpp
/*
Q4. Create a class which keep track of number of instances.
Use static data members, constructors and destructors to maintain updated
information about active objects.
*/

#include <iostream>
using namespace std;
class object_counter
{   static int count;
public:
    static int c()
    { return count;
    }
    void active_obj()
    {   cout<<"Active Objects are:";
        cout<<c();
    }
    object_counter()
    {   count++;
    }
    ~object_counter()
    {   count--;
    }
};
int object_counter::count=0;
int main()
{   object_counter t1,t2,t5;
    t1.active_obj();
    return 0;
}
```

OUTPUT

```
Active Objects are:3
Process returned 0 (0x0)   execution time : 0.016 s
Press any key to continue.
```