

EXPERIMENT 4

Aim :

Write a program to count the number of objects of a class using static member function.

Code :

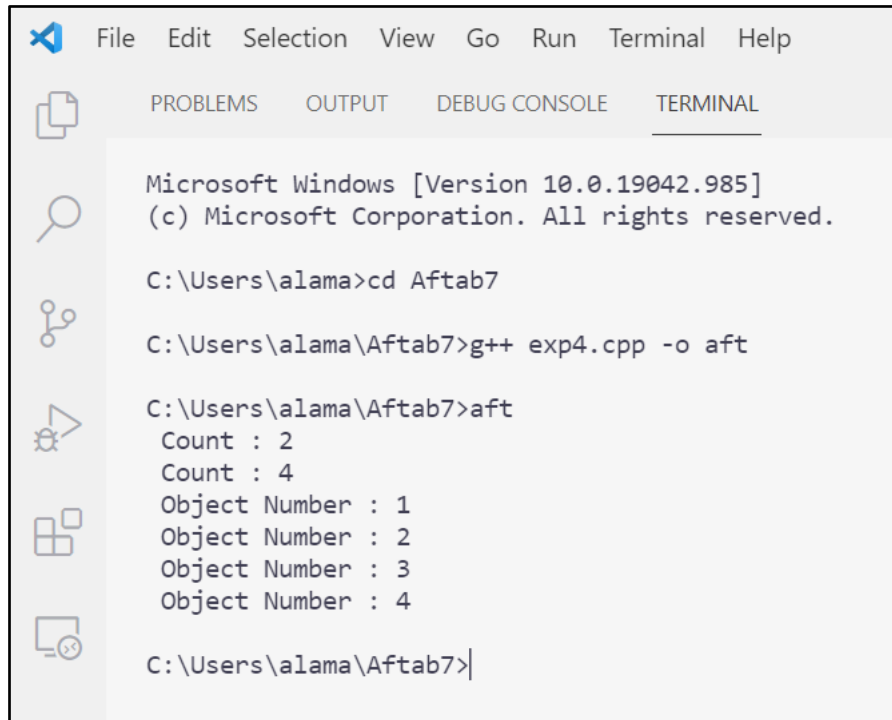
```
#include <iostream>
using namespace std;
class test
{
    int objNo;
    static int objCnt;
public:
    test()
    {
        objNo = ++objCnt;
    }
    ~test()
    {
        --objCnt;
    }
    void printObjNumber(void)
    {
        cout << " Object Number : " << objNo << "\n";
    }
    static void printObjCount(void)
    {
        cout << " Count : " << objCnt << "\n";
    }
};
int test::objCnt;
int main()
{
    test t1, t2;
    test::printObjCount();

    test t3, t4;
    test::printObjCount();

    t1.printObjNumber();
    t2.printObjNumber();
    t3.printObjNumber();
    t4.printObjNumber();

    return 0;
}
```

Output Screenshot :



The screenshot shows a Visual Studio Code terminal window. The menu bar at the top includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The terminal tab is active, showing the following output:

```
Microsoft Windows [Version 10.0.19042.985]
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C:\Users\alama>cd Aftab7

C:\Users\alama\Aftab7>g++ exp4.cpp -o aft

C:\Users\alama\Aftab7>aft
Count : 2
Count : 4
Object Number : 1
Object Number : 2
Object Number : 3
Object Number : 4

C:\Users\alama\Aftab7>|
```