#include <iostream>

using namespace std;

int count=0;

class num

{

public:

num()

{ count++;

cout<<"the object is in a constructor number "<<count<<endl;

}

~num()

{

cout<<"the object is in a destructor number "<<count<<endl;

count--;

}

};

int main() {

num n1;

return 0;

}

/\*

the object is in a constructor number 1

the object is in a destructor number 1

\*/