[1*] 1. Define **set_m**. Don't change or rename the function argument name (m).

```
class X {
  int m;
  set_m(int m); // assign m (function argument) to m (data member)
};
```

[1*] 2. Count number of objects of class X that are created:

```
// 1: X.h
class X {
public:
  X();
  static int GetCount();
private:
  static int ObjCount;
};
```

```
// 2: X.cpp
int X::ObjCount = 0;
X::X() { ObjCount++; }
int X::GetCount() { return ObjCount; }
```

```
// 3: main.cpp
int main()
{
    X x, y, z;
    // …
}
```

[1*] 3. Do the classes **Rational** and **Time** needed to destructor? Are the compiler generated destructor enough?