Activity 2

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class Program

{

static void Main(string[] args)

{

var mary = new newclass();

Console.WriteLine("how many objects: {0}",

newclass.reportonnumberofobjects() );

var paul = new newclass();

Console.WriteLine("how many objects: {0}",

newclass.reportonnumberofobjects() );

var peter = new newclass();

peter.newMethod();

Console.WriteLine("how many objects: {0}",

newclass.reportonnumberofobjects() );

Console.ReadLine();

}

public class newclass

{

public static int howmanyobjects = 0;

public newclass()

{

howmanyobjects++;

Console.WriteLine("In the constructor: Ahhaa!!");

}

public void newMethod()

{

int I = 0;

int Sum = 0;

for ( I = 819; I >= 205; I = I-17)

{

Sum = Sum + I;

}

Console.WriteLine(Sum);

Console.ReadLine();

}

public static int reportonnumberofobjects()

{

return howmanyobjects;

}

}

}

}