class Balloon:

count = 0

def \_\_init\_\_(self,color=None):

Balloon.count += 1

self.color = "red" if color == None else color

print("Balloon Constructed")

def \_\_repr\_\_(self):

return "Color: " + self.color

def \_\_del\_\_(self):

Balloon.count -= 1

del self.color

print("Balloon Destructed")

def someFunc(self):

print("Some Func")

print(Balloon.color)

print(x.color)

x.color = "green"

print(Balloon.color)

print(x.color)

x.someFunc()

b = Balloon()

del b

x = Balloon("green")

print(x)

y = Balloon()

print(y)

print( "TOTAL BALLOONS:" )

print( Balloon.count )