

Use a static field to count instances

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/*
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*/

// Use a static field to count instances.

using System;

class CountInst {
    static int count = 0;

    // increment count when object is created
    public CountInst() {
        count++;
    }

    // decrement count when object is destroyed
    ~CountInst() {
        count--;
    }

    public static int getcount() {
        return count;
    }
}

public class CountDemo {
    public static void Main() {
        CountInst ob;
```

```
for(int i=0; i < 10; i++) { ob = new CountInst();  
Console.WriteLine("Current count: " + CountInst.getcount()); }  
} } [/csharp]
```