

```
1  #include "object.h"
2
3  Object::Object()
4  {
5      static unsigned int _id = 1;
6      this->id = _id;
7      _id++;
8  }
9
10 Object::~~Object()
11 {
12     /* empty */
13 }
14
15 unsigned int Object::getId()
16 {
17     return this->id;
18 }
19
```