

```
25 public class Scene { ...
44     private static int ScenesLoaded = 0;
45     (more methods...)
81     private
82     int LoadScene(String filename) {
84         int OldScenesLoaded = ScenesLoaded;
85         (more initializations...)
91         infile = new DataInputStream(...);
92         (more code...)
130         ScenesLoaded = OldScenesLoaded + 1;
131         System.out.println("" +
            ScenesLoaded + " scenes loaded.");
132     ...
134 }
135 ...
733 }
```