

C++ Destructors

- **C++ destructor** is a special member function that is executed automatically when an object is destroyed that has been created by the constructor.
- C++ destructors are used to de-allocate the memory that has been allocated for the object by the constructor.

```
class ABC
{
public:
    ABC () //constructor defined
    {
cout << "Hey look I am in constructor" << endl;
    }
    ~ABC() //destructor defined
    {
cout << "Hey look I am in destructor" << endl;
    }
};
```

```
void main()
{
    ABC c1; //constructor is called
    cout << "function main is terminating..."<< endl;
    getch();
}
```

```
#include<iostream>

class Demo {
    private:
    int num1, num2;
    public:
    Demo(int n1, int n2) {
        cout<<"Inside Constructor"<<endl;
        num1 = n1;
        num2 = n2;
    }
}
```

```
int main()
{
    Demo obj1(10, 20);
    obj1.display();
    return 0;
}
```

```
void display() {
    cout<<"num1 = "<< num1 <<endl;
    cout<<"num2 = "<< num2 <<endl;
}

~Demo()
{
    cout<<"Inside Destructor";
}

};
```