```cpp
#include<iostream>

using namespace std; // FINAL QUESTIONwhen is an object created and when it is destroyed

class Try {
private:
    int no; //no=1
public:
    Try(int k); //constructor
    ~Try(); //destructor

};

void f(void);      //
Try obj0(0);      //global parameter

int main(void) { //the objects are destroyed in the reverse order they are created

    double y = 10;

    //obj1.~Try; WRONG

    Try obj1(1), //creating objects
                 //obj1 is created and obj1 is destroyed
                 //when obj 1 is created the value 1 goes
                //to constructor and it runs it
               //when do we not need obj1 anymore
              //until we finish with main obj1 is not needed anymore

        obj2(2), //obj2 is created and obj2 is destroyed
        obj3(3);

    f(); //calling f function

    Try obj5(5); //creating another object

    return 0;
}

Try::Try(int k) {

    no = k; //no data member is equal to k
    cout << "Object " << no << " is created" << endl;
}
Try::~Try() { // when the scope is finished

    cout << "object " << no << " is destroyed" << endl;
}

void f(void) {

```

```
52      Try obj4(4), //creates an object
53                   //obj4 is destroyed before 5 is created bec program ended
54          obj6(6);
55
56
57
58  }
59
```