**Class, Object, Constructor, Destructor**

**#include <iostream>**

**#include <string>**

**using namespace std;**

**class Car**

**{**

**private:**

**string brand, model;**

**public:**

**Car()**

**{**

**brand = "Unknown";**

**model = "Unknown";**

**}**

**Car(string b, string m)**

**{**

**brand = b;**

**model = m;**

**}**

**string readbrand()**

**{**

**return brand;**

**}**

**string readModel()**

**{**

**return model;**

**}**

**};**

**class Person**

**{**

**private:**

**string name;**

**public:**

**Person(string name)**

**{**

**this->name = name;**

**}**

**~Person()**

**{**

**cout << "Person object destroyed" << endl;**

**}**

**};**

**int main()**

**{**

**Car car1;**

**cout << "Car Brand: " << car1.readbrand() << endl;**

**cout << "Car Model: " << car1.readModel() << endl;**

**cout << "------------------------\n";**

**Car Car2("Lamborghini", "Urus");**

**cout << "Car Brand: " << Car2.readbrand() << endl;**

**cout << "Car Model: " << Car2.readModel() << endl;**

**Person person("Ahmed Maher");**

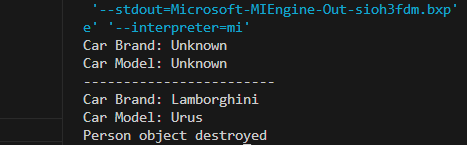
**{**

**}**

**return 0;**

**}**

**✔output**

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