```cpp
#include <iostream>
using namespace std;

class Student {
 public:
  Student();
  ~Student();
};

Student::Student() {
   cout << "Constructor called" << endl;
}

Student::~Student() {
   cout << "Destructor called" << endl;
}

int main(void) {
   Student x;        // Constructor called
   cout << "Inside main" << endl;
   if(true) {
      Student y;     // Constructor called
      cout << "Inside if" << endl;
   }                 // Destructor called on y

   cout << "Outside if" << endl;
   return 0;
}                    // Destructor called on x
```

Destructor's name is the class name preceeded by ~

Line 7: `~Student();` — *Destructor's name is the class name preceeded by ~*

Line 14: `Student::~Student() {`

Line 19: `Student x;` ← **Constructor called**

Line 22: `Student y;` ← **Constructor called**

Line 24: `}` ← **Destructor called on y**

Line 28: `}` ← **Destructor called on x**